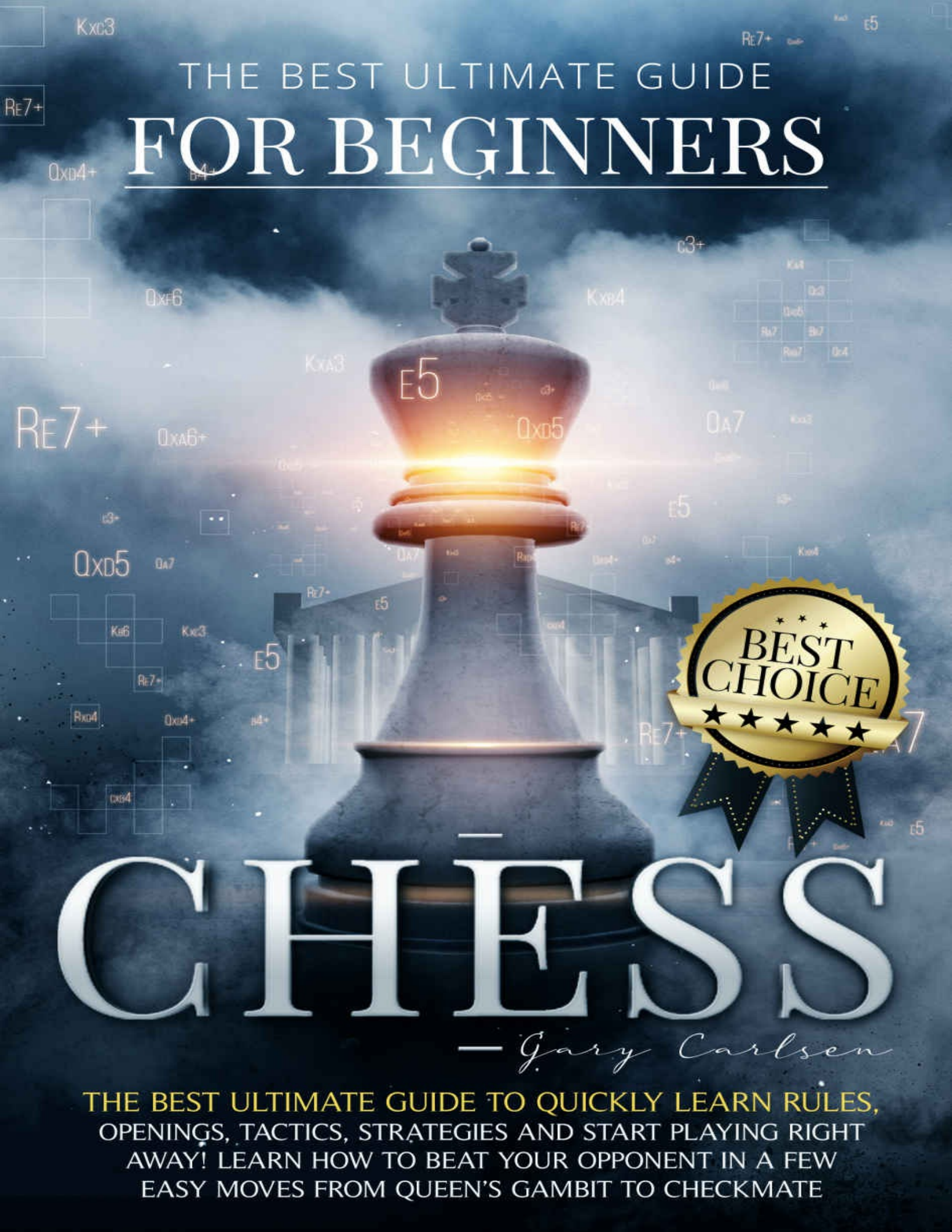
THE BEST ULTIMATE GUIDE
FOR BEGINNERS
BEST CHOICE
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CHESS
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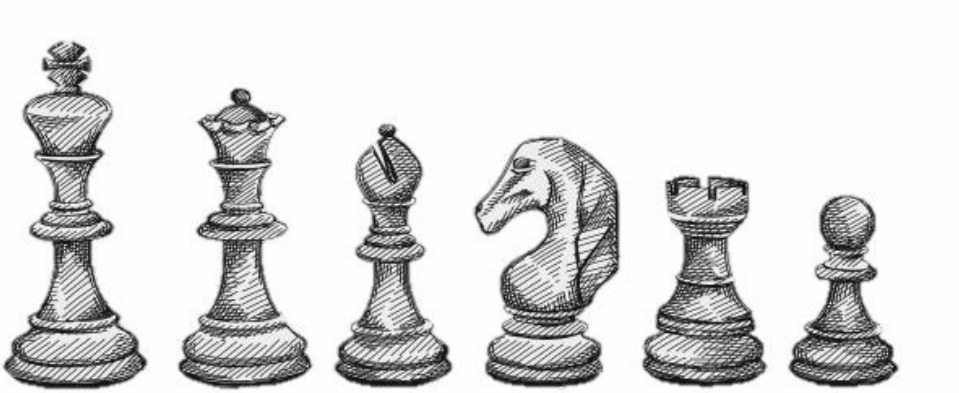

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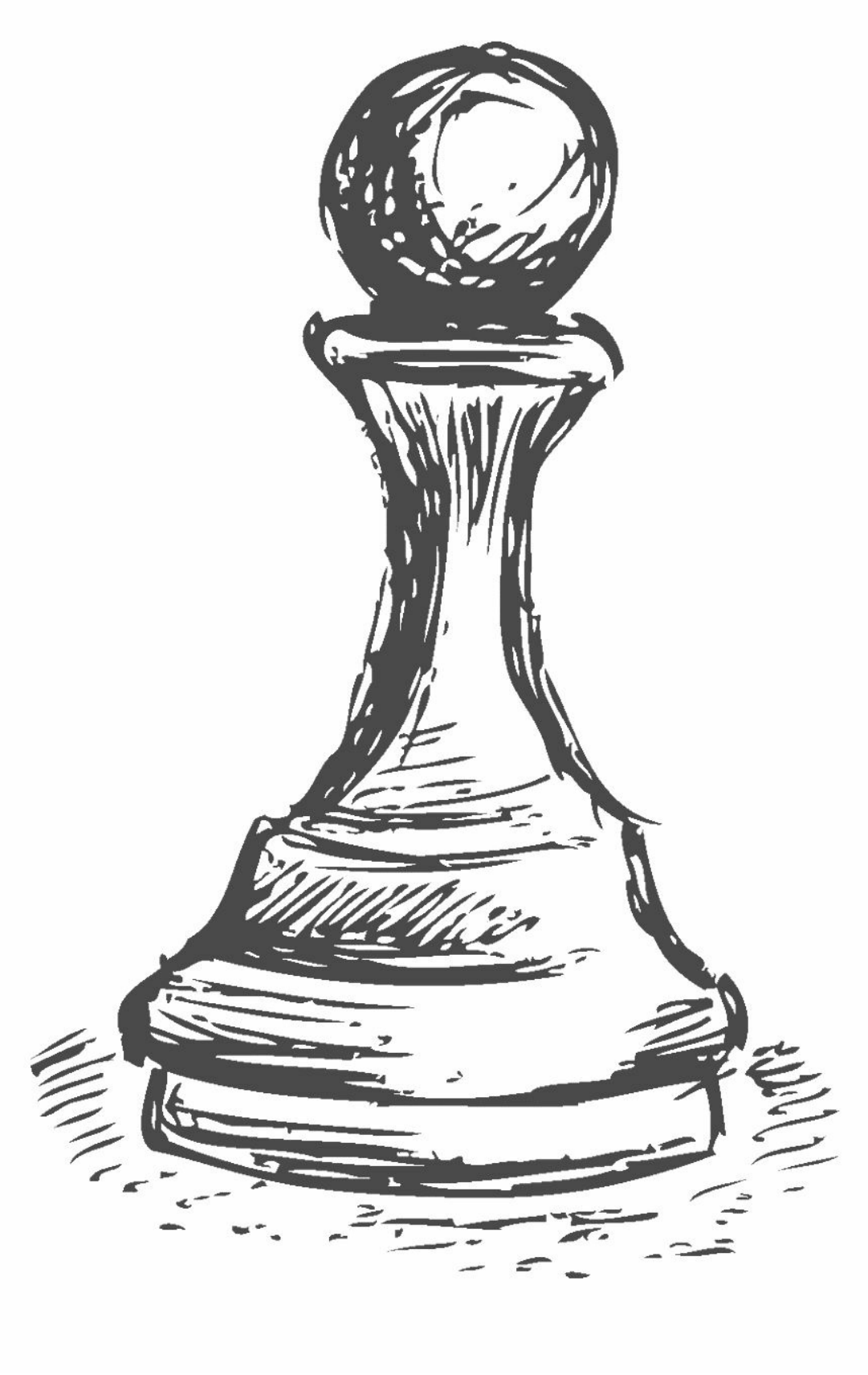
Gary Carlsen



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Introduction

The famous game of chess is the most popular and ancient table recreation played around the world. Indeed, the game of chess born as a simple table game, then developed in a complex recreation where many players spend their time in many serious competitions. Indeed, the most passionate and stubborn player, also, prefer play with his own chess board and precise chess sets. But most commonly, you can easily learn how to play chess by using your plastic board. Let us introduce historically what the chess are, where this game came from. Then we will get into the game and learn how it plays out.

The greatest part of the research locates the game of chess in northwestern India around the 6th century. Indeed, in India was played and ancient game called Chaturanga. The table game had 4 gadgets each one represented 4 different sorts of military devices: infantry, elephants, cavalry, and chariots.

Nowadays, each piece of Chaturanga be a piece of the modern chess game, indeed, if we analyze the use of the various pieces, we can easily see many similarities. There are many similarities with the cavalry mimics and the knight's play, or the chariots that can be changes into a rook piece and have the same move set. The spell and mantra serving the queen piece and transferring a square diagonally as a paw do.

Then Chess attain in around a thousand A.D but was a little different from the modern chess game. Indeed, the Queen (named Vizier) had the simplest movement of kings, it cannot move except with the gap in it. But then this piece turns out to be the most important one in chess game.

The popularity grows in 1500, and the principal exchange that take place is the move set of The Queen, now she can spread out her cutting-edge ability to move overboard, like nowadays. Meanwhile aristocracy started to get concerned about chess as a sport and slowly many theories and regulations appear. All these changes lead to the modern concept of chess: from recreation game to performance.

The game around 1800 was so popular that grow the needed to also change the esthetic forms of chess sets. Indeed, the pieces were very similar and was difficult to distinguish them. So, in London was created the primary set of Staunton chess by Charles Cook and John Jacques. The name of this chess set comes from the second name of the first-class chess player of that time: Richard Stanton. Now the Rook looks like a castle, the Bishop's frame has ended up a fixed form of the bishop, the Queen and King received the crown, and the Knight can be recognized by the horse's head. The Chess game was so popular that in 1800s were founded many Chess clubs in coffee houses gradually the competition improved and become an aggressive trend. In "Chess Ethics" written by Benjamin Franklin in 1750, we can read: "Chess is not simply an inactive passionate, but several valuable functions of the mind that are beneficial during human lifestyles are won and strengthened. By doing this, it will become an addiction with every occasion, because lifestyles are a sort of chess, where we frequently refer to winning and competing with competition or opponents. There is a splendid style of enjoyable events. And there is the patient, to some extent, the impact of prudence or choice for it."

In the end, chess is a sport/recreation of war, strategy, and domination. Now, you could learn step-by-step this amazing game and all the way to play it with strategies and start prevailing!

CHAPTER 1:

The History of Chess

The history of this game is a fascinating one and had a deep transformation over the years, it is seldom known how this game originally started.

- **Chaturanga:** The game of Chess had its roots in an ancient game introduced during the time of the Guptas' rule in India around 1,500 years ago. The modern idea of Chess born in 6**th** century, the ancestor game was called Chaturanga (which mean "four parts") and was played on an uncheckered 8x8 board called Ashtāpada. The whole idea was to wonder the opponent's king Chaturanga has many common aspects with the modern game of Chess but the rules vary from that of modern-day chess. Chaturanga may be played through 4 players simultaneously. "Ships" and "carriages" have been concerned, and the cube was used. One player did no longer start the in shape with an equal number of portions as present-day chess

  The term Chaturanga comes from the military world, indeed, there were four divisions: cavalry, infantry, chariots, and elephantry represented by game pieces that later will evolve into knight (cavalry), bishop (elephantry), pawn (infantry), and rook (chariotry).

  The rules where different from the modern one: in Chaturanga, the kings are placed diagonally opposite each other on the board, unlike being placed facing each other in modern chess.

In Chaturanga, the game ends when one player eliminates all the pieces of their opponent, except the king. Another difference is that in Chaturanga, if a stalemate is reached, the player who is stalemated is declared the winner. These are two significant variations from modern chess. In modern-day chess, a stalemate results in a draw and not an outright win for either player.

- **Shatranj:** Then from India the game spread to Persia, becoming part of the nobility's education. The name of the game was Shatranj more like modern-day chess than Chaturanga was. It was at this stage in the history of the game that the concept of tactics came into play. The position of the pieces on the board was quite like that of modern-day chess. The rules a little different: the pawn in Shatranj was also allowed to move just one square in their initial move, while modern chess allows the pawn to move two squares. Another difference that was adopted from Chaturanga was the fact that the game ended once a player eliminated all their opponent's pieces, except the king. However, the stalemate rule was the opposite of what Chaturanga rules allowed. In Shatranj, the player who stalemated their opponent wins the game instead of the stalemated opponent, which was the case in Chaturanga. During this period, several important players emerged. It was these players who recorded the first books on tactics and strategies. Some of the well-known players of Shatranj who emerged at this time are As-Suli Al-Razi and Rabrab. The word "chess" from chess is derived from the Persian "chess-mat," which means "the king failed." Since chess is performed most effectively with nobles and very rich humans at the start and for centuries, it is referred to as the "King's Game."

- **From Muslims to Europe and Far East:** With the Muslims conquest of Persia, the game would become common throughout European culture, developing widely. In 10**th** century, the Muslims take the game to Sicily, the Iberian Peninsula, and North Africa, but were employed various names like silk road traders, Buddhist pilgrims. All these name's variations were made to spread the game throughout the world. But it is important underline that the original chess pieces in Chaturanga were pieces depicting animals, but the esthetic aspect changed with the Muslims, who considered it idolatry, so they invented and created abstract shapes by using carved stone and clay. The appearance changes with the introducing of the game in the Christians' world who used carved images of men and animals, then rendered in 2**th** century as kings, queens, knights, bishops, rooks, and men-at-arms. The game traveled to Europe and Russia, where it became very popular and from there, it spread to China and Japan. With these travels, between the 13th and 15th centuries, were introduced several variations to the game. The rules were changed, and more tactics were discovered. Some of these rules are still seen in today's chess game like. Indeed, the queen did now not emerge as the most substantial component at the chessboard till the Renaissance, and it turned into at this point that the infantry received the capacity to transport in squares at their first move. These rules had been made to speed up the game and create greater violence due to the fact the Rebirth was a rapidly converting duration in Fatah's thoughts. Renaissance queens additionally tended to be greater dependable than their medieval predecessors. It was during this time that modern-day chess started taking shape. Most rules enforced during this period

were to make sure that the game didn't take forever to complete, which is why pawns are allowed to move two squares instead of one. The concept of castling also came into existence during this time. It was also during this time that the Queen and Bishop got powers. There was a point when chess was referred to as the "Mad Queen Chess" because of the powers that were bestowed upon the queen. By the start of the 15th century, the game started looking more like the game we know today. This was when famous chess strategies and tactics came into play.

Generally, Chess is a good game that helps your mental health, indeed, with this strategic game you can train the brain and your mental abilities, especially in some areas like:

- Critical thinking
- Concentration
- Abstract reasoning
- Pattern Recognition
- Problem-solving
- Creativity
- Strategic planning
- Analysis
- Evaluation
- Synthesis

By learning how to play chess, you can sharpen your abilities to deal with your day-to-day life and it helps enhance your problem-solving ability by analyzing the situations, placing your focus on important factors, removing all distractions and superfluous factors from the equation to reach the perfect solution, think creatively and out of the box.

Chess Exciting Facts

Do you know that a wood chess set or a 21st-century electronic chess machine or maybe play virtual laptop video games, has a charming and historical history behind it?

Isle of Lewis chess set is the oldest surviving chess inside the world that anybody knows. Pedestrians seem like tombstones, and aristocrats appear to be in an awful situation.

Whether you play in a wood chess set or an electronic chess set, you play math. Sixty-4 squares represent a sacred variety in historical India. The range of unique chess video games to be performed is expected at a mind-blowing 10,120. The Dutch conquest of England mounted King Eschequer's Office of Collection and Accounting, naming his minister "Prime Minister Azkar." Because, at first, a checkered cloth covered the table, on which selections were issued. In historical French, the chessboard is translated as "counting desk," even as chess means "chess."

In this book, you will learn the rules of the game, basic tactics, and strategy. Once you have mastered the concepts in this book, I recommend you read other books and continue improving your skills. So, once you have read the book the first time, go over it again, especially the diagrams.

I suggest also to buy a chess set and try out the moves yourself. Indeed, if you want to improve your skills play out the moves on an actual chessboard, some players have a photographic memory, others need to feel the moves with their fingertips.

In this book you will find some quizzes to test you on key topics, and at the end of the book I pointed out websites where you can continue practicing chess puzzles on your own. In addition, there are some fascinating facts about the game, and some personal stories from the front lines of competition.

CHAPTER 2:

The Board and the Basic Rules

The Goal of the Game

The goal of the game is to get your opponent's King into a position where it is under attack, unable to move or cannot be helped by the pawn or other pieces.

This situation is called checkmate. Remember that the King is the most important piece; indeed, it determines when the game comes to an end.

Remember also that the King can never be captured in chess and you cannot put your King into check (move on a square protected by an enemy player), this is an illegal move, indeed, when your King is under attack you must stop all plans and protect your most important piece.

But, when the King is under attack, what can you or your opponent do? Using the ABCs. Let's explain it!

The ABCs of Check

Away: Run away with the King to a square where it can't be captured.

Block: Put a piece in between the attacker and the King.

Capture: Capture the piece that is attacking the King.

The peculiarity of chess is that this kind of game don't need always a winner or a loser. Indeed, a player can give up in game by saying "I resign!" or by putting his or her King down. Chess allows for six different types of draws:

1. **Agreement:** You may offer a draw to your opponent after you've made your move. If your opponent accepts, the game has come to an end. If your opponent declines, the game continues.
2. **Insufficient Material:** When both sides don't have enough pieces to checkmate either King, the game ends.
3. **50-Move Rule:** If a Pawn hasn't been moved or a piece hasn't been captured in 50 moves, either player may claim a draw. The only way to prove this scenario is to have the moves written down or an arbiter monitoring the game.
4. **Stalemate:** When a player's King is not in check, and no legal moves can be made, the game ends.
5. **Perpetual Check:** When a player checks the King repeatedly and can copy the exact same position three times, the game ends.
6. **Three-Time Repetition:** Copying the exact position three times but without checks results in a draw.

The Board

The board has 64 squares on an 8-by-8 checkerboard. Made by 32 light squares and the other 32 dark. Place your board in front of you, always remember that bottom right-hand corner must be light, it does not matter whether you are playing White or Black. Each square on the board has its own name, provided by the letters and numbers that you will find along the

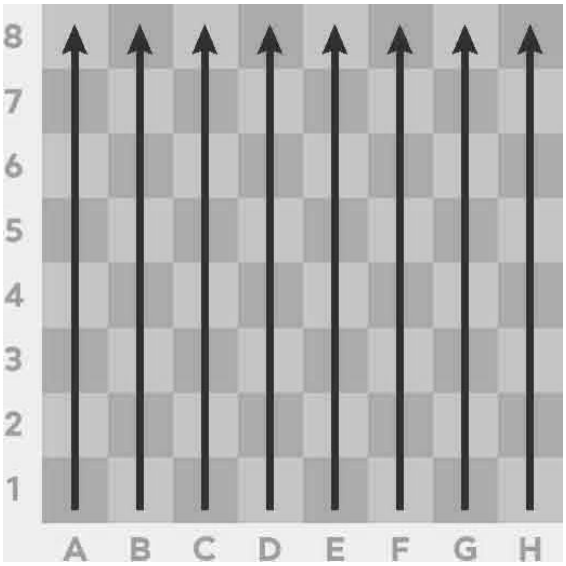
sides of a chessboard. You must write down your moves to participate in a chess conversation, and the square's names help you to write down your moves easily, like coordinates.

Let us clarify that a "chess conversation" happens when you're speaking to a friend or your chess instructor about a position, by discussing it you must assign a name to the square. An example: "My Knight on c3 could have captured the Pawn on d5."

During a chess conversation there are also important terms to use, as well:

Files

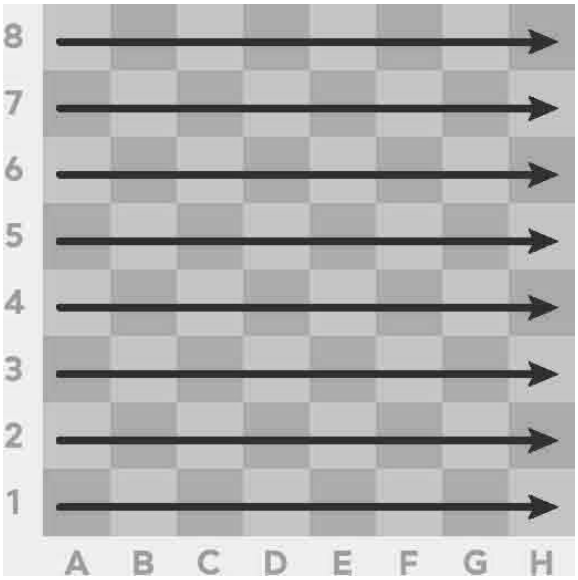
Files are the vertical lines that divide the board into eight columns across. These include the a, b, c, d, e, f, g, and h files.



Ranks

Ranks are the horizontal lines that divide the board into eight columns from bottom to top.

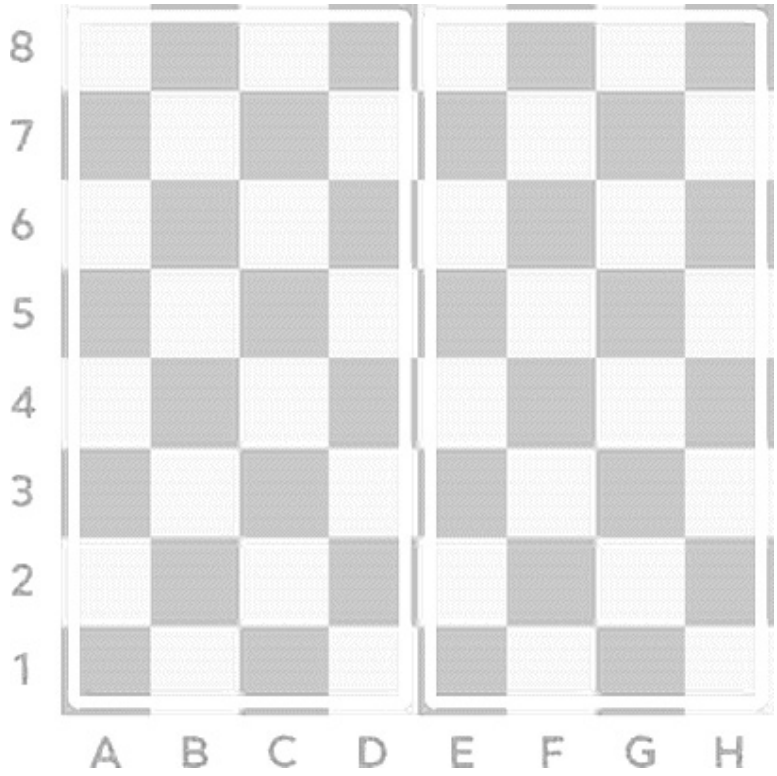
These include the 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, and 8th rank.



Queenside and Kingside

We can also divide the board in half vertically: **QUEENSIDE** and **KINGSIDE**.

Queenside includes the a, b, c, and d files. Kingside includes the e, f, g, and h files. We might use one of these terms in a sentence, such as, “I castled my King on the queenside.”

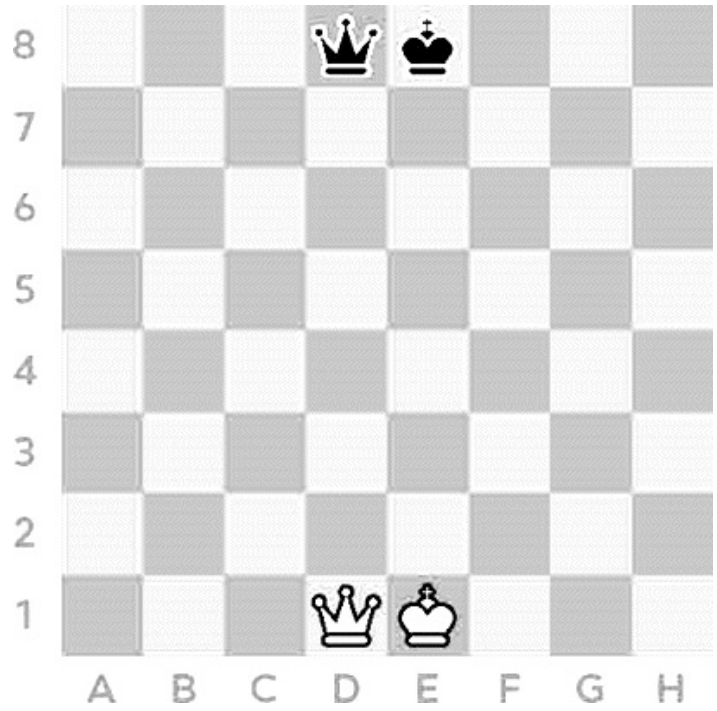

8
7
6
5
4
3
2
1
A B C D E F G H

The Starting Position

White always moves first in chess all the pieces must be located on the 1st and 2nd ranks. Black’s pieces are placed on the 7th and 8th ranks. There are many explanations and theories to why White moves first. The most popular one is that before the glasses’ invention, people preferred to play Black over White because it was easier to see the pieces.

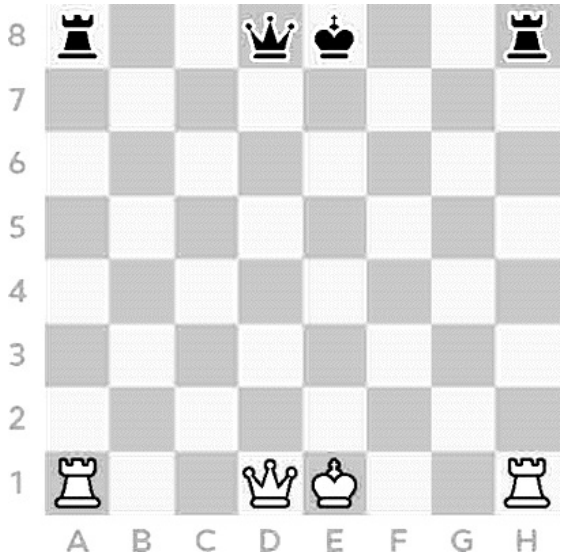
King and Queen

The **KING** and the **QUEEN** are positioned in the center of the starting arrangement (d and e files). The King usually had a cross on its head (White's King: e1; Black's King: e8), while the Queen wears a tiara or crown (White's Queen: d1; Black's Queen: d8). Remember to place the Queen on its own color.



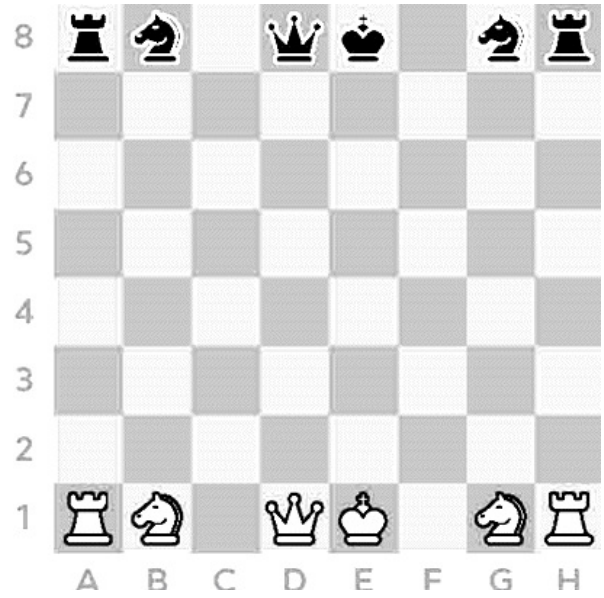
Rooks

Rooks are the pieces that look like a tower of a castle. Place the pieces in the corners of the board since the other pieces live “inside the castle.”



Knights

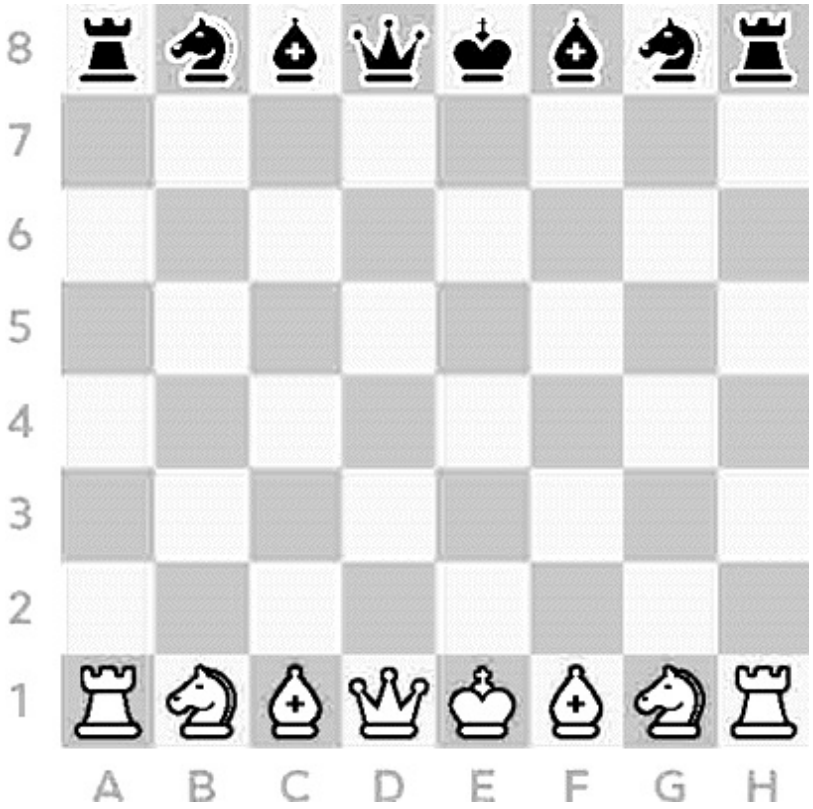
Knights are the pieces that look like a horse., the reason why is that in medieval times, the high-ranked soldiers would fight on horseback.



Bishops

Bishops resemble popes in their attire and zucchetto (skullcap).

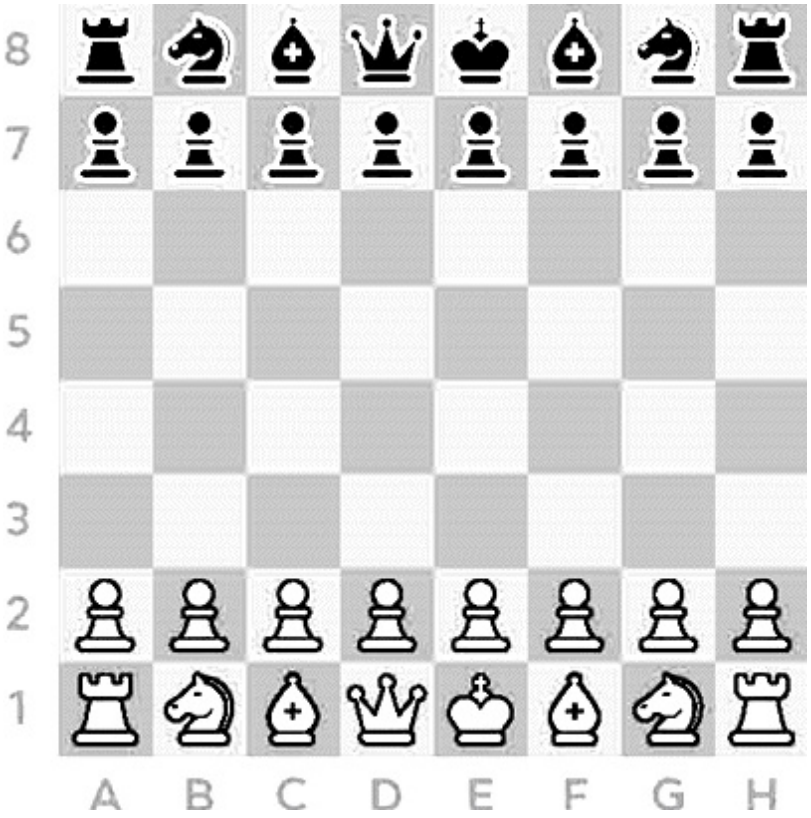
The term become common when religion held a central place in society. Nowadays many who are not believers or atheists call these pieces “Advisors of the King and Queen”.



Pawns

Pawns are the pieces that look like a person without arms.

Pawns were known to be low-ranked soldiers, they guard the castle and everyone inside.



CHAPTER 3:

How the Pieces Move?

Section 1 – The Board

FIrst of all, if you want to understand the roles of the various pieces, you must understand how to navigate the board itself.

Chess is played on a grid with eight rows and eight columns and the tiles on the grid alternate between two colors: light and dark. Many boards use various color, but the lighter color is typically referred to the white tiles, while the darker color is usually Black.

Now it’s important to describe the specific positions on the board in order to enter in the strategic discourse. During the 17th century, some chess notation had begun to develop, to provide ways to describe both the board and the positions of pieces. But the smoothest way to understand chess strategy is the algebraic approach or algebraic notation.

The principles are basic: each rank is numbered 1-8, and each file is assigned a lowercase letter from a-h.

8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

A blank chessboard with algebraic notation labeling the files and ranks. In algebraic notation, White is assumed to start to play with pieces on the "bottom" of the board at ranks 1 and 2, while Black starts with pieces on the "top" of the board at ranks 7 and 8.

In algebraic notation, the lower-left corner of the board would be called a1, the upper right corner h8. The square four rows right and three up would be d3. Each piece has a corresponding uppercase letter and lowercase letters refer to the files on the board it's easy!

Another alternative is that pieces can be notated with their corresponding figurines.

Examples of each are shown below.

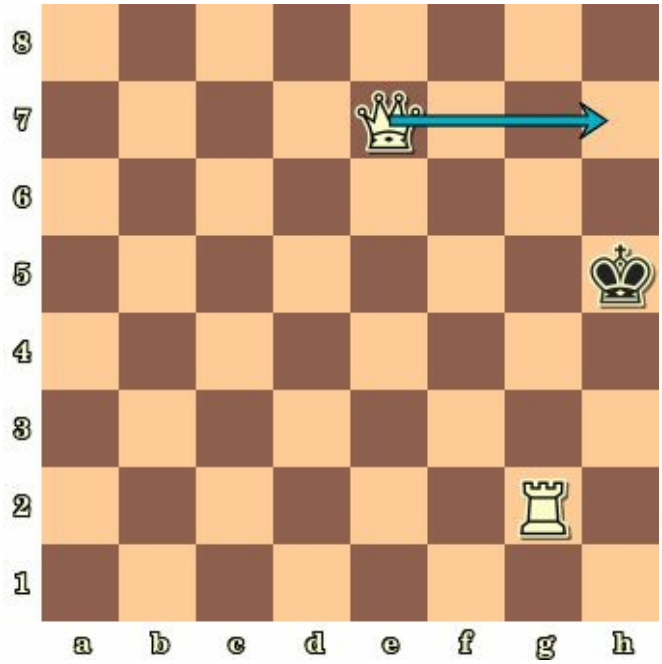
CHESS PIECE	LETTER	FIGURINE
KING	K	♔ ♚
QUEEN	Q	♕ ♛
ROOK	R	♖ ♜
BISHOP	B	♗ ♝
KNIGHT	N	♘ ♞
PAWN	P	♙ ♟

When a piece moves, you have to write it out in algebraic notation by listing the uppercase letter first, indicating the piece, followed by the file that the piece has moved to, and finally, the rank to which it moved.

An example : a rook moving to f4 would thus be written out as Rf4. The only exception to this is the movement for pawns. While a pawn can be signified with an uppercase P, it can also be indicated by a lack of uppercase letters. For example, if you’re reading a record of piece movements and you see e5, you can assume that it means that a pawn moved into that square.

In this diagram, we would notate the white bishop's movement as Bd3

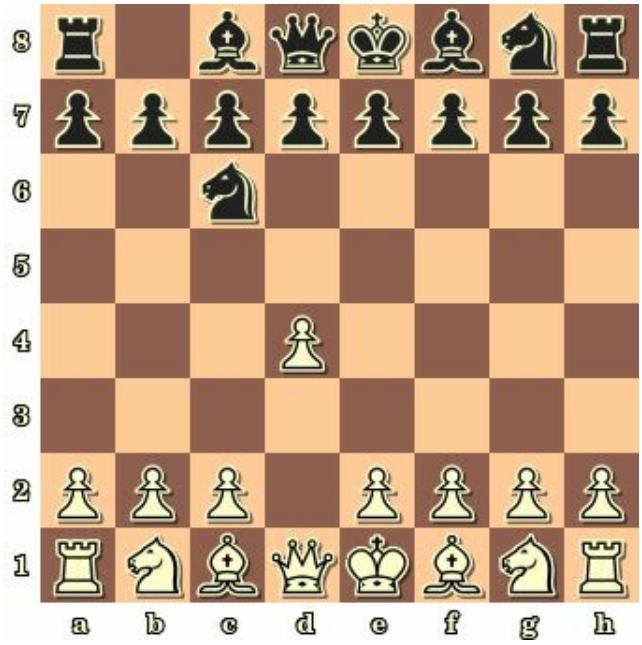
If two or more of the same type of piece could have moved to the same square on the same turn, we use notation to disambiguate by including the file and rank of the square from which the piece was moved for the sake of clarity. This added notation comes after the uppercase letter of the moving piece but before the coordinates that piece moved to. If two rooks on the same rank could both have moved to d4, writing Rbd4 indicates that the rook that moved there started from file b. If, instead, the two rooks were on the same rank, we might write it as R2d4. When one piece captures another, it’s indicated in notation using a lowercase x. Nxe3 would indicate a Knight moving to capture a piece on e3. If the movement of a piece puts the opposing king in check, a + sign is indicated at the end of the notation. If that same knight’s movement had put the opposing king in check, we’d write it as Nxe3+. Similarly, the end of a game is signified by a # sign at the end of the notation, representing a checkmate.



Here, the white queen can move to h7 and put the black king in checkmate. This would be written as Qh7#

This is all there is to it. While there are a few other special cases that will be covered later in this section, these are the basic symbols you'll need to understand most concerning chess notation. All that's left is learning to put it all together.

A full game of chess is written out in notation by listing every move in sequential order. Each move consists of White and Black taking their respective turns. In notation, White's turn is always written first, followed by Black's turn. The move itself is indicated by its number.



In this diagram, the opening move would be written as 1. d4 Nc6

Additional moves are listed until one player achieves checkmate and the game is over. The results of the game are written out as 1-0 if White won, 0-1 if Black won.

If you're feeling confident in your understanding of chess notation at this point, that's excellent. If it hasn't stuck yet, don't worry. You don't need to understand notation to play and enjoy chess, but it does help if you're studying strategy or reviewing an old game. For the casual player, all you really need to understand is that while 64 squares may not seem much to keep track of, the possibilities you can unlock on each one of them are nearly countless.

In the next several sections, we will discuss the unique abilities of each piece, how games are decided, and the various beginner strategies you can employ throughout each phase of the game. If you start feeling overwhelmed at any point, you can always return to this section for a quick refresher on the meanings of various symbols in algebraic notation.

Section 2 – The Pawn

In ancient time the Pawn represented the infantry of an army and were considered the least valuable pieces in the game.

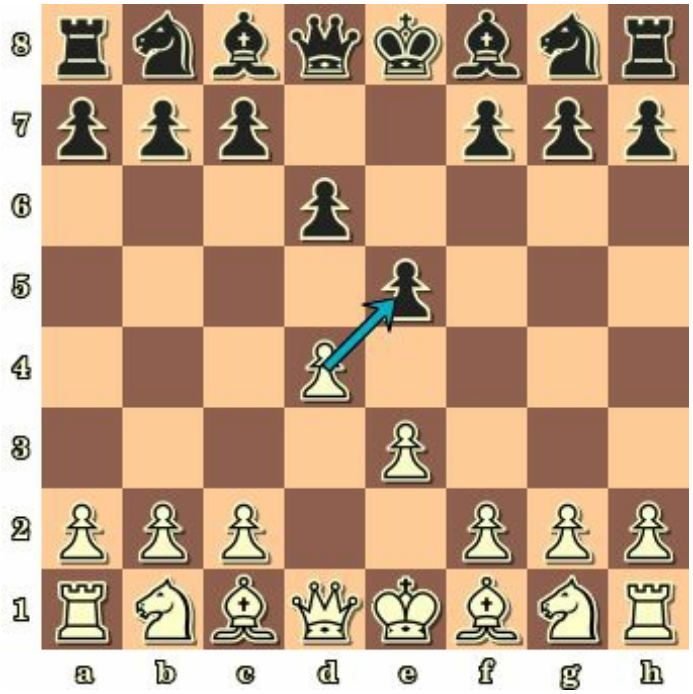
But now because of the addition of various rules the pawn a more dynamic piece and its deployment can make the difference between winning and losing a game.

At the beginning of the game both players have eight pawns, indeed, they are the most numerous pieces on the board, but they are often the first to be eliminated in early exchanges.

Movement for Pawns

The pawn has three movement options available:

- At any point, a pawn can move a single space forward, if space is not blocked by another piece.
- If a pawn has not yet moved in a game, that pawn can instead move two spaces forward, provided neither space ahead of it is blocked.
- If a pawn cannot move into a space occupied by another piece, how is it meant to battle enemies? It can capture any unit by moving diagonally forward into that piece's space, either on the right or on the left.
- That move is called V way of capture. An example is shown below:



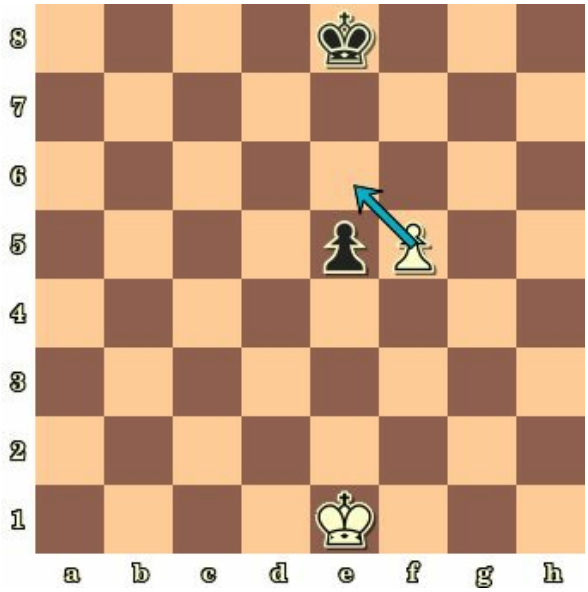
In this scenario, the pawn on d4 can capture the enemy on e5. Doing so would leave it vulnerable to capture by the enemy pawn on d6, however.

A pawn may use a fourth movement option to capture. This option is called “En passant” and in algebraic notation is indicated by the letter e.p. at the end of a move. It requires a variety of conditions:

1. The capturing pawn must be on its fifth rank
2. The pawn being captured must have moved forward two squares from its starting square on the previous turn
3. The capture must take place on the turn immediately after the captured pawn moved
4. The pawn being captured must be on a file adjacent to the capturing pawn

If all four conditions are met, but the player chooses to move a different piece

on that turn, they cannot initiate the En passant capture on their next turn. When an En passant capture does occur, the capturing pawn does not move into the space of the captured pawn. Instead, it moves diagonally into the captured pawn's file, but one space forward: the capturing pawn occupies the square in which the captured pawn had skipped while making the two squares move from its starting point. It's unique in being the only type of capture in which the capturing piece moves to a different space than the captured piece.



Assuming the black pawn has just moved forward two spaces, the conditions for an en passant capture have all been met. The white pawn may move diagonally to e6 and remove the black pawn from the board. This move would be notated as fxe6e.p.

Always remember that the pawns can only move forward on the board.

Pawn Promotion

When a pawn of either color makes it to the opposite end of the board, that pawn can immediately be promoted to a different piece of the same color. The promoted pawn can be replaced with a knight, bishop, rook, or even an

additional queen but not The King.

Adding another queen to the mix can quickly turn an endgame scenario on its head, and skilled players may even have a pawn promoted in the middlegame. But you can prevent the gain of this advantage, indeed, most players always take steps to ensure enemy pawns do not draw too close to their edge of the board.

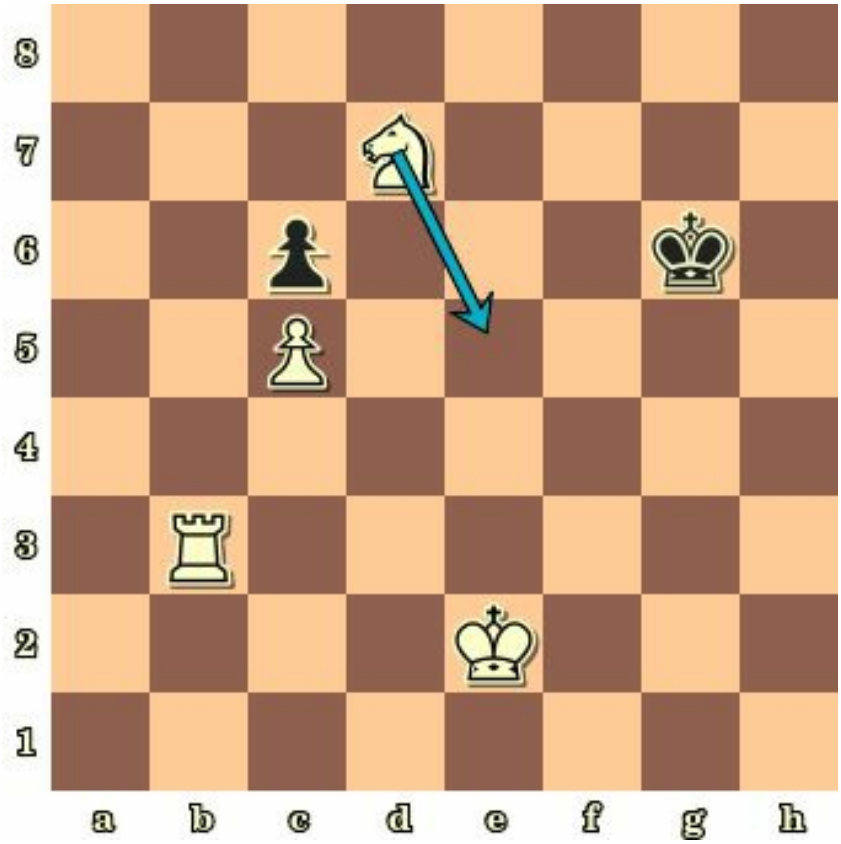
One way to keep the pawns protected and increase their odds of promotion could be the using of the formations called connected pawns, can defend one another as they block off enemy movements and journey towards promotion.

Section 3 – The Knight

The knights of a chess game symbolize an army's cavalry units. It has a unique movement pattern, that unfortunately makes them slow to travel the board.

Movement for Knights

The knight moves either two spaces vertically and one horizontally, or one space vertically and two horizontally, in other words the movement takes on an "L" shape.



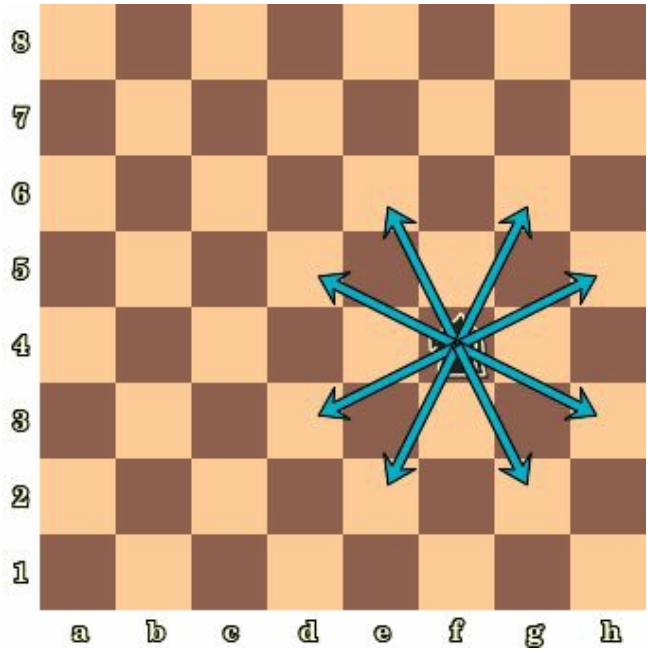
Black's king is in trouble!

With its "L" shaped movement, White's knight can move to e5 this turn, putting the enemy king in check.

While a knight can only move three squares at a time, it’s also the only piece that can move over squares occupied by other pieces., it simply “jumps” over them to reach its destination. It only captures a piece if it ends its movement on that piece’s square.

Center of the Action

Even if the knight has a slow maneuverability, this piece can be considered like an excellent controller of the board, especially in the early game. One of the common strategies is put the knights near the middle of the board where they can attack the most squares.



From this desirable position near the center of the board, Black's knight can capture eight different positions with its movement. A knight positioned this way is sometimes referred to as an octopus!

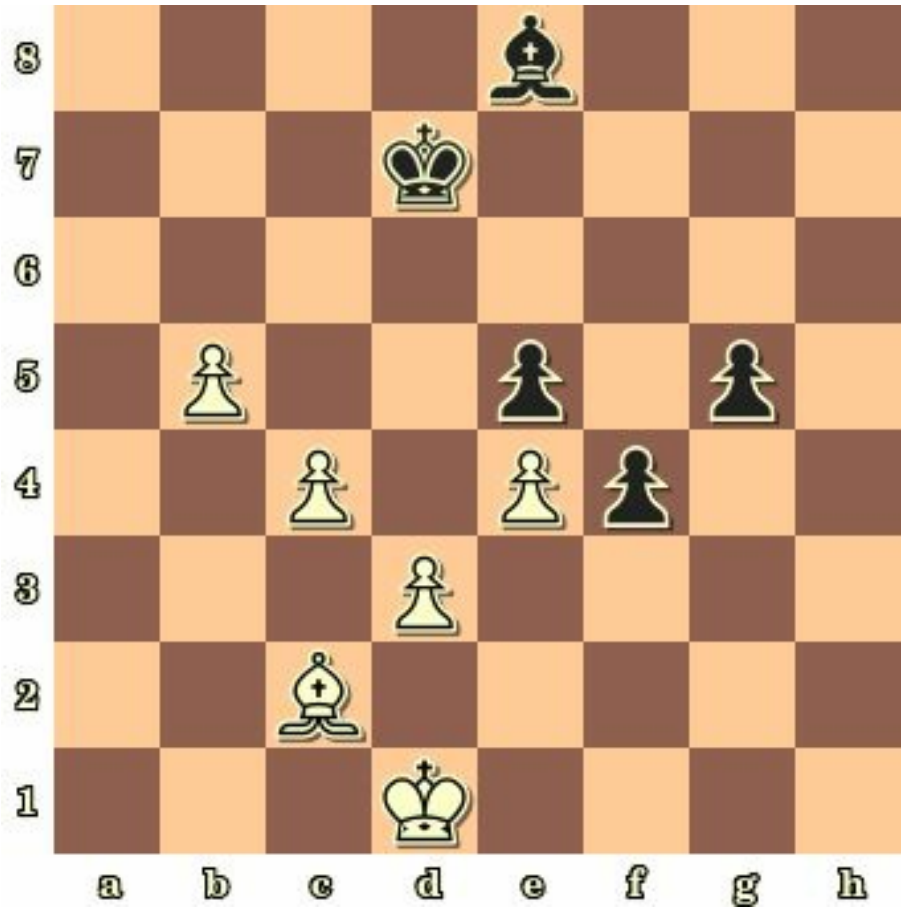
Many others opening strategies exploit the knight’s ability to overcome the walls of enemy pawns and halt early advances. During the late game, the knights lose some of their value, as they are less useful for cornering a king and achieving a checkmate. A wise player can sacrifice the knight at a key moment to allow other pieces to maneuver or deliver the final death knell to a penned-in king.

Section 4 – The Bishop

Bishop is generally considered piece of middling value that excels on an open board. Indeed, the bishop's true strength shines in the middle and endgames.

Movement for Bishops

The bishops can move diagonally along the board and capture any enemy whose space they move into, but the bishop's range is limited only by the pieces standing in its way. So, in other words the strength of a bishop is influenced by how much freedom it has on the board. For example, a bishop penned in by its own pawns is colloquially called a "bad bishop."



In the above scenario, White's bishop is blockade by its allies, preventing it

from threatening the enemy king. Black's bishop has no such disadvantage and is well-positioned for an attack

Since bishops move diagonally, a bishop that begins play on a white square will only ever occupy a white square, while a bishop starting on a black square will only ever occupy black squares. Remember that you can use your bishops strategically by leaving paths open if you want to develop them early in the game.

Far-Reaching Hands

A wise player can exercise the bishop’s speed and reach early on to put significant pressure on their opponent. A well-hidden, well-positioned bishop can pose a serious threat to the opponent’s undeveloped back ranks, potentially with little risk to itself.

But most players mobilizing their bishops earnestly the middle and late game. The characteristic of the bishop is that it become stronger on the bord’s control when the space will be available for them to maneuver, indeed, two bishops are enough to trap a king in checkmate.

Section 5 – The Rook

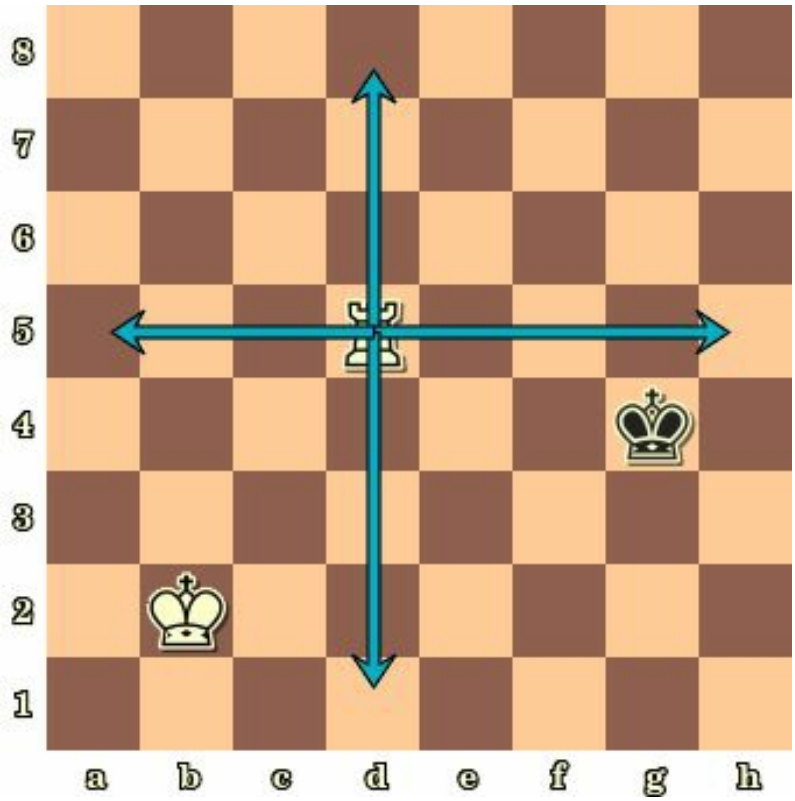
The rook is one of the most valuable pieces on the board. It is considered second only to the queen because of its power.

Indeed, it’s a dangerous piece in the hands of any player, but a true student of the game knows how to maximize its many advantages.

The rook is hampered only by their slow route to development in the early game.

Movement for Rooks

A rook has no limit on its range, it can move anywhere in a turn. Rooks can move orthogonally rather than diagonally. They move in straight lines either horizontally or vertically.



With no pieces to stand in its way, the rook on d5 can move to any of the squares on the same file or rank.

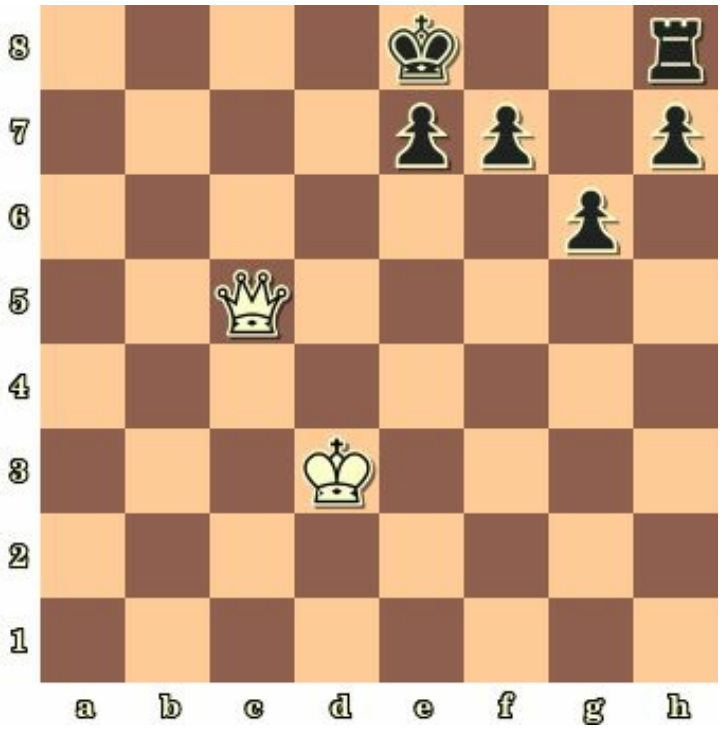
The rook is incredibly useful if you want to box in enemies and holding down defensive lines. They have also a significant offensive capability, especially when the space becomes available for them to maneuver.

A pair of rooks are so powerful that can quickly spell the end for an enemy king. Indeed, players utilize them as blunt instruments although their high power and simple movement pattern can bring complexity to the game.

Tactical Retreat

The peculiarity of the rook, and the most fascinating fact, is that they begin the game from the corners of the board. But in order to do so, it’s useful not deploy them until a few pawns are cleared away.

A good player that these powerful pieces can weaker units such as the bishops or knights, rendering them helpless by their surrounding allies. The rook has also a special movement, that can do in some special circumstances: when a rook as not moved from its starting corner and a king that has not moved from his starting square, with no pieces standing between them, those two pieces can take on a special movement called Castling. Some others condition for castling are that: the king cannot castle if it is currently in check, would end the move in check, or would move through any space that would put it in check. But, the castling rook does not face this restriction.



Assuming neither piece has moved yet in this game, Black's king and rook

may castle on this turn. In this case, the king would move to g8, and the rook would move to f8.

In addition, castling can be done with either rook if all conditions are met, so the king moves two spaces towards the starting position of the rook it is castling with, then the rook occupies the square the king skipped when making the two spaces move. If the castling rook is on file h or kingside, it moves to file f. If the rook starts on file or queenside, it moves to file d.

This is the only means by which a player might move two pieces in a single turn and the only movement other than a knight's which allows pieces to "jump" over one another. In algebraic notation, kingside castling is written as 0-0, while queenside castling is written as 0-0-0.

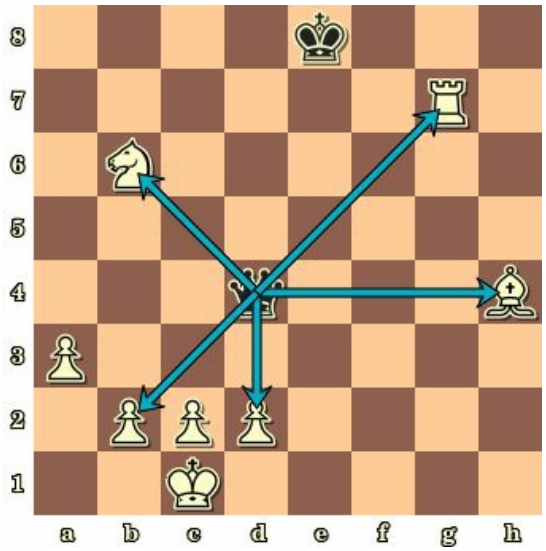
Most players often wait until the endgame to show their full potential, but you can also develop the rooks sooner than later. There is only one piece in the game that can outclass the rook in terms of power and value.

Section 6 – The Queen

The queen is regarded as the most powerful piece in any chess game indeed, some players decide to resign after losing their queen. It is extremely maneuverable, dominating the game at any point in the game. It is powerful but not indestructible, the great mistake you can do is to fall into enemy clutches. There is no one correct way to utilize your queen, you can use it more aggressively or conservatively, but you must understand her full potential.

Movement for the Queen

The queen’s movement is the combination of the movement options of the bishop and rook: diagonally, horizontally, and vertically. Her variety of options makes it extremely difficult to box the queen in. It is a devastating offensive unit, that can guarantee multiple openings on the board.



From its position on d4, Black's queen threatens White's pieces across the board.

Risk and Reward

The good using of the queen is the base for any successful strategy. Indeed, a single queen can wreak havoc on enemy ranks, an overextended queen can be easily picked off without other pieces supporting it. Even a guarded queen is far from invulnerable, as many players are willing to sacrifice a lesser piece to remove their enemy's greatest weapon.

The players will often struggle to find the right balance of offense and defense when it comes time to deploy their queen. While all-out aggression can secure an early material advantage, players who rely too much on the strength of their queen are often easily picked apart when the keystone of their strategy is ripped away. Conversely, an overly cautious player too afraid to lose his/her queen may never have the chance to take advantage of her power.

Ultimately, each player must find the balance that is best suited to their playing style, but neither extreme is recommended. In general, every piece should be treated as a valuable resource, but not even the queen is irreplaceable. The only piece that is required to win is the king, and there may come a time where you must sacrifice your queen to gain a critical advantage.

Section 7 – The King

The king is usually played defensively, but a skilled tactician might surprise an opponent with an unexpected flurry of offense. Now, you will learn the basics of keeping your king protected, as well as how to turn it from a liability into an asset.

Movement for the King

The king’s movement is the simplest of any piece: it can move one square in any direction. Many argue that the king is the least versatile piece on the board because it needs a certain protection. Remember that once the king is cornered means checkmate and so: Game over!

If the king had better movement options, games could take significantly longer. In fact, some earlier rulesets provided the king with more versatile movement, such as the option to move like a knight once per game. The result was games that usually ended only after a long, drawn-out struggle, usually requiring most or all the other pieces to be cleared from the board. Thus, the king’s power remains limited.

Wielding Authority

The king should be used primarily in a defensive capacity. In the middle and late games, the king can fill valuable gaps in your formation or lure unwary attackers into a trap.

As early as your first few moves, you can begin positioning your king to make it harder for your opponent to threaten him. Techniques like castling can provide an early advantage and increase your chances of survival as well as an opportunity to advance.

Section 8 – Piece Valuations

Assign a relative value to each piece is helpful as a kind of shorthand for both new and experienced players. In modern play, the following piece values are the most accepted.

PIECE	♙ **PAWN**	♘ **KNIGHT**	♗ **BISHOP**	♖ **ROOK**	♕ **QUEEN**
VALUE	1	3	3	5	9

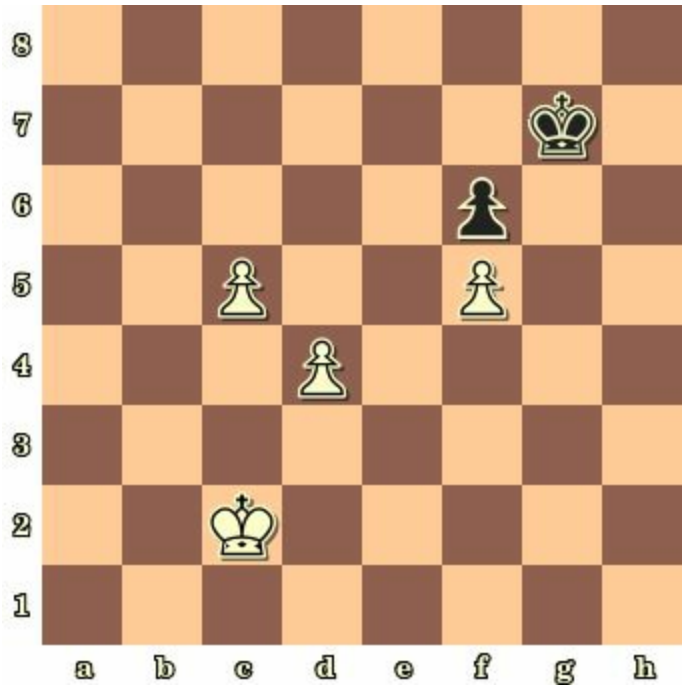
- The lowest on are the pawn, who must rely on their large numbers and ability to support one another to overcome their individual weaknesses. Remember that a pawn can be eventually promote to a queen, so you do not want to throw them away.
- The knights and bishops have a value of 3
- Rooks are slightly stronger with 5.
- The queen’s value is 9.
- The king is the only piece not listed with a standard value because it cannot be lost or traded.

But the practical value of these pieces can vary significantly throughout the game. Synergy and the makeup of the board can determine how much use an individual piece will provide.

Variable Values

- **Pawn**

  They tend to increase their value the closer they draw to promotion. For instance, a pawn on the 6th rank has far greater value than an undeveloped pawn. Another example is that a passed pawn or a pawn with no opposing pawns on the same or adjacent files is considered particularly valuable because of its ability to move freely across the board. Likewise, connected pawns on adjacent files can defend each other and are considered preferable to an isolated pawn.



The pawns on c5 and d4 are both connected and passed.

Little stands in their way on the path to promotion, unlike the opposing pawns on file f.

- **Bishops and Knights**

  Both have the same value; different combinations of these pieces have

different relative uses. Bishop in a pair controls a different color of the square, two bishops together can functionally control the entire board. This makes them slightly more desirable than a pair of knights, or even a knight and a bishop. But if both of your bishops are unable to maneuver their relative value is less.

- **The Rooks and Queens**

  They usually maintain their consistent values throughout the game, except that the rooks become slightly more valuable in the endgame.

- **The King**

  It has no specific value and becomes better at defending his allies later in the game.

Differences in Opinion

Most authorities agree on the 1-3-3-5-9 method of assigning relative value, but many alternatives have been presented over the years. We will discuss just a few of the discrepancies and how they relate to the broader game. One common change seen on the standard formula is bishops become slightly more important than the knights since paired bishops are slightly stronger. The specific values vary but many alternative systems propose that both knights and bishops should be valued slightly higher. Another frequent disagreement is how the king should be valued. When piece values are being used to program a computer, the king must have a value that properly communicates its importance in the game. For this reason, many computer programs have the king listed under arbitrarily massive values, but this isn't practical for human use. When strategists do opt to assign a value to the king, it's generally on par with the minor pieces, possibly slightly stronger or weaker. While lacking the knight or bishop's speed, a king's omnidirectional movement makes it particularly useful for defending clusters of pieces.

Uses for Relative Values

In addition to the modern use of today's chess-playing computer programs, valuation systems are useful for two major roles:

- They help developing players begin to understand which trades are advantageous and which are strategic traps.
- The second major benefit is that the piece values provide a way to track the play's general state throughout a game. While positional advantages are important, they are also extremely difficult to quantify. By assigning value to each piece, we can effectively "keep score" throughout a game.

While understanding the importance of the relative values of each piece as you play, you will begin to feel which pieces are the most integral to your unique strategy.

CHAPTER 4:

Openings

As I said before, chess is a fascinating game, the most ancient strategy game ever played. This board game has one aim: address the rival king, where he is unable to counterattack and has nowhere to go. You can use the basic rules and play the game on your own, but through history many players created some strategies or... openings that could give to the opponent the very last shot.

Nowadays, there are numerous openings in chess game, and each of them offers its way to treat the enemy in one-of-a-kind ways. However, while any other opponent is inside the identical aggression or defensive motion, the planned pass may be destroyed but some other equipped step can be used.

In this chapter I will explain the first ten openings. In the primary step, let us explain that Open Comprehensive Chess is a chess recreation characterized via minimum risk-taking and quiet play, now not a pointy tactical linear role.

Ruy Lopez

It’s considered to be one of the best openings for beginners because it typically leads to open games, with a lot of play for both sides The Ruy Lopez begins with the following moves:

- e4 e5.

- Cf3 Cc6.
- Ab5. ...
- Aa4 Cf6.
- Ae7.
- Te1 b5.
- Ab3 0-0.
- c3 d5.

The key feature is it pins the Knight on c6, usually leading to an exchange of pieces.

Giuoco Piano: Giuoco Pianissimo Variation

- E4 e5
- Nf3 Nc6
- Bc4 Bc5
- D3

Giuoco Pianissimo is an extra energetic Giuoco piano. It is an extremely commonplace and simple to recall. It is surely impossible to make a splendid attack, considering the most dynamic white piece, the bishop in c4, is killed by Be6.

King’s Gambit

The King’s Gambit aims to control the center by inviting one of Black’s central Pawns to take a Pawn, which would lead it outside of the center. Giving up the Pawn is called a gambit. Ideally, White gives up the Pawn for better position.

Sicilian Defense

This is one of the most popular openings in chess. Even masters of chess have analyzed it and make use of it during actual championship games.

The scheme is:

1. e4 c5

This defensive opening is popular among chess masters. One of the charms of this chess opening is the fact that black creates an asymmetrical position. The positions that both sides achieve are quite complex.

Even though black does not place a pawn opposite of white's e4, he attacks the center with his pawn in the c column.

Black will also try to remove or at least threaten white's position in the center by attacking white's e-pawn with a bishop that goes to b7 or a knight placed

slyly on f6.

The goal for black is to be able to do a b5 without any challenge from white. If black achieves that, he gets to dominate the board. The Sicilian defense has different variations.

French Defense: Fort Knox Range

- E4 e6
- D4 d5
- Nc3 dxe4
- Nxe4 Bd7
- Nf3 Bc6

You can say that the Fort Knox variety is good-sized simply via listening to its name.

He has all the electricity to guard France, however, without the constant headache of the bishop in c8. Later, rather than dealing with the development of the Terrible Bishop, the blacks determined to spend extra dynamic shifts to move the bishop to rectangular c6.

There isn't any weak position inside the function of black, and the lead to white development inside the absolute sense is nothing till the black is lost. That's why Fort Knox Variation is number three.

Center Counter

The 'Scandinavian Opening' is the other name of Center Counter that opens with:

1. E4 e5

And the next move will mostly be exd5 Qxd5

Queen’s Gambit

Done with the opening move of e4, now comes the other moves.

The opening moves of Queen's Gambit are:

1. D4 d5
2. C4

The exchange of pawn will be the option for the white.

Whereas the black is left with various options such as:

1. Dxc4- the risky move where the Queen's Gambit is accepted
2. Nc6 - known as the 'Tchigoran Defense'
3. E6 - ending up in 'Tarrasch Defense'
4. E6 - 'Orthodox Defense'

King’s Indian Defense

In the opening of this method, the black plays the underdog's role by letting the white dominate the center with the view of exploiting the advantage gained by the white to win the game. Many Grandmasters employ such an opening despite being risky. The opening moves include:

1. D4 Nf6
2. c4 g6
3. Nc3 Bg7

Later, the reply of black will be c5, and white will move to d5. Following which black will take back the piece to e6 and then to b5.

Dutch Defense: The Variation of the Stone

- D4 f5
- C4 e6
- Nf3 e6
- G3 d5
- Bg2 c6
- 0-0 Bd6

The Stonewall version is the fruits of the hole of solid chess. The shape of the black infantry in c6, d5, e6, and f5 is very inflexible and, therefore, a double edge.

On the contrary, if Black and White can spark off Bishop C8, which tends to be easier stated than done, then white has a long way to go.

On the other hand, if the black cannot prompt the bishop, they will play the piece, and the white can have an intense advantage.

Blacks can best wish for an equal role; however, if they need to play to win, they'll face the identical white challenges.

English Opening

'Flank maneuver' is the other name of the English opening, which has a unique opening such as:

1. c4

The attempt to take control of the center is made of white by taking charge of the sides. Whereas c5 is the option left for the black as a counter.

The King’s Indian Attack

The movement order isn't required. However, the white will play:

- NF3 g3 BG2
- d3 e4
- ND2

King's Indian Attack is an unusual truth; this is a study without regard to what Black play. Notice how the white adjusts its elements in the back of the very traditional lines. The adjustment remains white without any weakness, no matter the truth that it isn’t particularly ambitious. After these moves, White creates his strong shape and then plays at the sidelines. It's no longer a big establishing. However, some dominant players like Bobby Fisher have played nicely, so it's now not terrible.

Nitzo-India Protection

- D4 Nf6
- C4 e6
- Nc3 Bb4

The NATO-India defense makes the best sense. White's plan in NC3 is to put together e4, which, if they are triumphant, could deliver White a severe advantage, so Black prevents the knight from waiting for it. After changing the bishop's Black to the white knight, they have complete control over the e4, which makes it pretty difficult for the white guy to reach the ideal pedestrian center effectively. Nimzo tests time, and there isn’t any manner to reject this solid reopening altogether.

Caro Kan: Classic diversity

- E4 c6
- D4 d5
- Nf3 dxe4
- Nxe4 Bf5

Caro-Kann: Variation Classic makes use of a strong black leg structure, with no apparent weakness. At the realization of the game, he uses this black coloration as an advantage because his on foot shape is higher than White. Also, Black can play c5 at the perfect time, attack white D4 at the floor, and in the long run, escape his center. All this offers many Black opportunities to attract the sport, and this establishing is a problematic factor for Whites to maintain.

Caro Kan: A Variety of Development

- E4 c6
- D4 d5
- E5

Caro-Kann: Advance Variation has a simple idea at the back of it. White presses his foot to shape the center. However, there may be a disadvantage.

The move allows Black to convey his bishop in f5 and then play e6, leaving him with a powerful fortress in the center without bothering a bishop. Get caught in c8... However, the sport is taken into consideration playable. It is taken into consideration to be considered one of the satisfactory for them. You nonetheless need to work difficult to neutralize the black scenario.

Quinz Gambit Went Down: Cambridge Variety

- D4 d5
- C4 e6
- Nc3 Nf6
- Bg5 Nbd7
- Nf3 c6
- E3 Qa5

Qa4 places knight on f6 and offers them manipulation of rectangular d5 in which they can region their knight later.

Except for Bishop C8, all of the dark portions are either made or short.

The darkish black rectangular bishop reaches b4 and puts amazing pressure on the knight.

Qumbi Queen Turned into Reduced: Semi-Slavic Defense

- D4 d5
- C4 e6
- Nc3 Nf6
- Nf3 c6

The semi-slave defense concept is to play dxc4 and then shield it with b5, which after moving, c6 is now protected by way of the knight. The black pedestrian shape inside the semi-yellow tendency tends to be healthy, even though the white constantly try to weaken it. Using searching at it, you can see the barriers described by using c6, d5, and e6.

Semi-Slavic defense is the right choice, particularly for players who want to win after living on it till the end of the sport.

The Collegiate System

- D4 d5
- Nf3 Nf6
- E3 e6
- 4.Bd3 c5
- C3

The framework is one of those openings; this is ground-breaking if the rival performs inside the request. Dark can keep away from this opening using playing g6 in place of e6 in circulating 3 and pick out to enroll in an Indian lord improvement.

I ought to state that it is an energizing diversion for the game since it's far expected for players of any fashion. Some may also argue with me about this issue, but that is very powerful, simply by looking at it. Some tactical brilliance hasn’t yet been opened.

The Principles of Chess Opening

Nowadays, you can find many books about chess portions. The first intuition is to buy an open chess book and learn all the opportunities that an opening in chess can give you in a game.

But when a beginner chess player tries to make use of a special opening in a chess match, they usually end up uncomfortable when their rival commits an unexpected move. So, before applying an opening in game, better analyze the fundamentals of openness. Learn about the openness will enable you to alter your openings and defeat the opponent's moves.

Control the Middle

The fundamental rule is to control the chess board; however, it could moderately be anticipated. The key squares are d4, d5, e4, and e5. It takes place naturally in maximum open white spots.

Develop your Components

The idea is that your pawns will control d5 or e5 because that allows movement of the most vital components. Focus on the idea that you must upgrade your pawns, or maybe you can start with your knights searching for bishops.

You can also build your bishop fully. The switch of knights in f3 or c3 will help you guard your superior pawns and manipulate the middle game.

The Fortress Early

From that point forward, you should put the rook toward the king. It will assist you with shielding your king from assault and discharge Rook in the

middle.

Log in to Rooks

Once you've been catch, you should move the queen in order that Rooks can communicate and move freely on the surface. Move your queen with caution.

Build a Solid Line-up

Try no longer to be enticed to attack until your elements are finished. Your goal in establishing chess is to create a strong line- up from which to assault your adversary. By following those standards, your chess pieces may have more possibility for improvement.

In short, stable chess pieces are functional, but not for everyone. Choose proper possibilities for you and do not pay attention to someone who says that a particular occasion is nice. It is approximately how you play the openness.

CHAPTER 5:

Strategies (Tips and Principles)

When we talk about 'Chess Strategy', the chess players refer to a plan laid by the players, which addresses how to play, what moves to be made using the various pieces, and what time the moves should be made. In this chapter we will discussing all the elements that will help to implement a successful strategy.

The most import thing that you must keep in your mind is that every move should be planned to control the game, right from the first move. But a game’s successful depend also on the opponent's strategy. Master the pieces use them in a right way at the right time will advantage you.

Below you will read about the opening move, plans and strategy principles in order to have a better knowledge of the game before playing it.

The Value of Chess Pieces

The pieces' value should be considered over the fact of the number of pieces each player has in the game before trading a piece. The player who has more total value of the pieces over the other has an upper hand. Hence, this estimation of the total value to know the players' position is a good assessment.

- The pawn is considered the least effective piece as it has just a point value. It cannot be moved backward, unlike other pieces that can be moved in the desired direction according to the movements of the pieces. The value of three pawns will equal the worth of one Bishop or Knight.
- The Knight has the unique power to jump over other pieces.
- The Bishops move along the diagonal squares. The Bishop in the black square can move only on the black square and likewise for the Bishop in the white square. But Bishop can move faster than the Knight.
- The Rook has the power of moving around the length of the board in a short time. The value of a single Rook is equal to five pawns. The opponent's Rook can be captured using a combination of Bishop and Knight.
- The Queen's worth is equal to nine pawns, which is equal to the value of a pair of Rooks. The Queen can move in any direction across the squares of the board.
- The King is the piece around which the game is played. But it has no value or worth since it cannot be captured or traded in the game process.

The Ten Tips to Win a Chess Game

The game of Chess can be classified into three distinct stages:

- **Opening**: where calculated opening moves are made to have an upper hand over the opposition.
- **Middle stage**: the players play for control and position in the board by an attack, counter, and defense.
- **Endgame**: where the Kings come into play and so saving the King becomes the motive and strategy to Checkmate the opponent.

As the game move on, some pieces will be captured by both parties to dominate the game. Sometimes we indulge in overthinking and place our pieces in danger of capture by mistake. But, in some cases, players voluntarily place their pieces for intake as a part of their strategy to trap the opponent when he captures the piece. Such an inviting capture is known as 'En Prise' or 'In Taking.'

Now I will introduce 10 tips that will lead you to a victory in a game of chess:

1. Be More Cautious of the Moves Taken by the Opposition than your Moves

Make sure you always take time to think about the following questions once your opponent makes a move

- What is the reason behind moving that piece?
- Is there any risk to my piece or any piece of the opposition?
- Should I be cautious of any other danger which I did not see coming?
- What can be the Strategy of my opposition?

After answering all the questions, make your move that will reply to the questions by spoiling the opponent's plan.

2. Make Sure to Reply with the Best Move Each Time

While contemplating your move, ask yourself the following question:

- Can this piece be moved from this place to a better place?
- Can the improved effectiveness of a piece lead to a better position?
- Is this move capable of tackling the tactics of the opponent?
- Is the new position safe for this piece?
- Is the new position safe from attack if a pawn is moved?
- Is the piece worthy of the move, and will it be chased by the opposition?

3. Play with a Plan

It is very important to make moves according to the action plan. Moving around the chessboard without any precise plan will only lead to defeat as the opponent will not face a challenge from your side.

Each piece should be moved according to a plan and played together as a team also causing the unity of the chess pieces. It is more impactful to attack the King of the opposition together as an army than attacking as a single piece. The strategy can be to capture a certain area of the board to dominate the game. It is truly important calculate the risk.

An aggressive mood is a winning quality if it is supported by a strong plan, on the other side you will keep yourself in trouble and help the opponent to dominate the game. As consequence, avoid unnecessary checks: The Checks given to the opponent's King should put the opponent in danger. The Checks should be backed with a valid plan that will help to control the game. The unnecessary Checks will be a waste of time for the player. But, at that time,

you can try a productive move that will lead to a checkmate.

4. Well-Development of the Pieces.

Even if looks like a “slow” game, Chess game is deeply linked to the time factor. Indeed, a player can rapidly control the game by well-developed pieces brought into the play.

At the beginning the players may waste time by moving the pawns and capturing the board's spaces. Avoid the exclusive control of the pawn, and make sure to use of other pieces that can attack in a more valuable way the pieces of the opponent.

The stronger pieces should be brought into action as soon as possible by removing the pawns that are in the way but make sure that the valuable pieces do not face any danger in the process.

Be careful about the opponent’s strategy that can eliminate the stronger pieces quickly. It is a common temptation for the players to bring the Queen into the play because is the key piece able to win the game. Use it with right time and place. The calculated moves will save the time of the player and the opposition.

5. Control the Center

The four squares of the center should be controlled to dominate the game. Firstly, when a piece is in the center, it can make more movements than in any other board position. For example, a Knight in the center can move in eight distinct positions than a Knight in a corner, which can move to only two positions on the whole board.

Being in the center also facilitates the advantage of faster movement. A piece can be taken to the opponent's territory easily when the center is in your control. The player who first captures the center can launch the attack first as the pieces' travel is easier.

6. Safeguard the King

The aim in the game of Chess is to Checkmate the King of the opposition. Sometimes we get so occupied with the plans of defeating your opponent that we forget that our opposition is also playing with the same aim. Always ensure the safety of the King by castling it on the board.

The pawns around the King are the lifesavers. Such pawns' movement should be minimal as the King will be in danger once pawns are moved away. Apply the same strategy to attack your opponent by forcing the movement of the pawns surrounding the King.

7. Timing of Trading the Pieces

Full use of a trading opportunity should be made when a lower value piece can be traded in exchange for a higher value piece of the opponent. But such changes do not arise if you are playing against a skillful opposition. So, in most cases, only an exchange of equal value is possible, and the decision should be made on whether the capture is worth the loss or not. Without a clear-cut benefit, do not risk the exchange of pieces when you have an edge over the opponent. The attack is weakened by the factor of having lesser pieces in play, and the defenders face the threat. Trading should not be carried on when there is not much place to move your pieces in the opponent's area. Only when the spaces open, it is beneficial for the player to attack. The pawn formation of the opponent can be affected by the trading done by the player. A situation where you can get a piece when your opponent is eligible for only a double pawn is advantageous in your cause.

8. Work on the Endgame

Concentration on the endgame should always be in the mind of the player from the very first move. Every move should be played with the determination to acquire the desired endgame result. For instance, a Knight and Bishop are similar in the initial stage. But, at the time of endgame, Knight would move slowly compared to the Bishop, which strikes with a single move. So, if a decision must be made on the trading of a Bishop in place of a Knight then think about the pieces' effect during the endgame. Pawn structure is also a critical element when it comes to the endgame. Usage of a pawn to capture a piece of the opposition will lead to exposure of file, which opens the way for the movement of the Queen and Rooks. It may result in a double pawn that cannot be defended by either party. The endgame must be well fought in this case. The short-term and long-term goals should be taken into consideration while making a move to emerge as a winner.

9. Concentration

In chess game is essential to be alert all the time to have the game in control. If you are distracted, you may also make a move that you will regret later in the game.

10. Seizing the Open Lines

Always make sure of occupying the open line when an opportunity arises. The player who seizes open lines is always in an advantageous position over the opponent.

Principles and Strategies of Chess

Following are the essential principles of chess:

- Do not make the mistake of moving the same piece twice at the beginning of the game
- Make sure to develop the Bishops after developing the Knights
- Queen should be developed after the development of both the Bishops
- The development should be made across the board and not just in an area
- In the opening, do not take any of your pieces to the other side
- Make sure that your King is not filed once you are done with the castling
- Wait for the castling of the opponent before pinning the Knight
- Avoid trades that will help the development of opposition's pieces
- Avoid early attack on the opponent

CHAPTER 6:

Basic Tactics

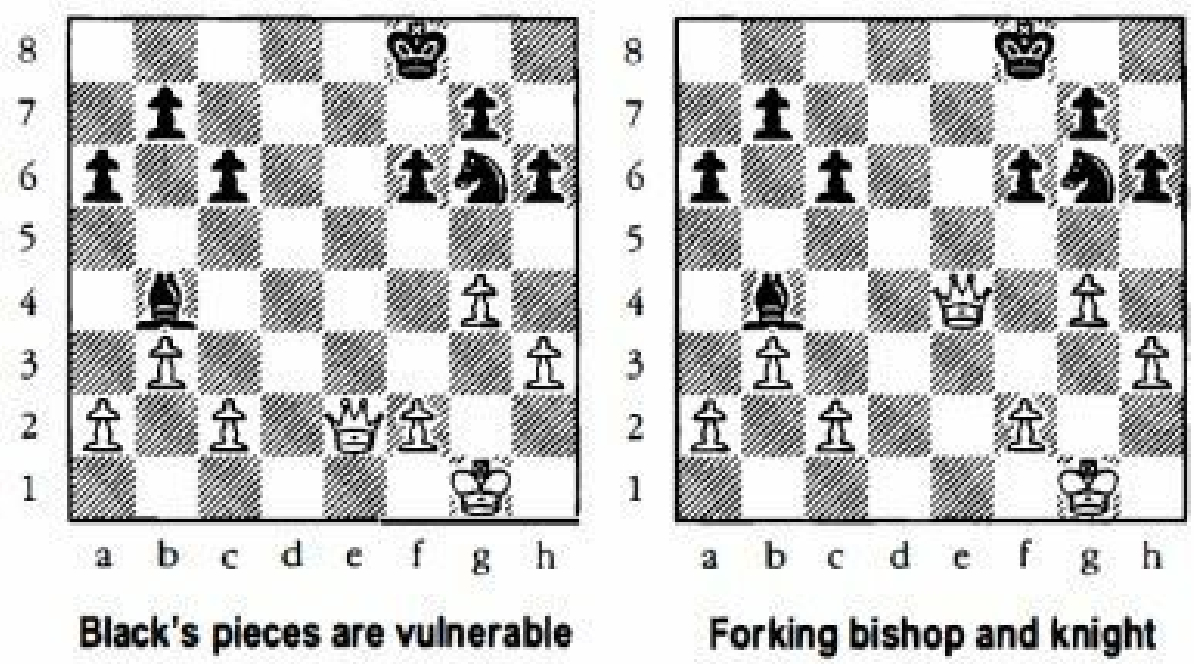
Chess is a challenging game, you will build up your experience slowly. As you saw in the previous section, techniques are like a helping hand, thanks to them you will surely win any games even as a beginner. But the great mistake that a chess player can do is settle for the game. The more you advance in level and begin to play the more you will need to update your arsenal with some critical tactics that will allow you to be a better challenger because is impossible to survive with some techniques. Remember, chess playing requires huge critical thinking; you have to be able to think farther than your opponent if you must win a game. Also, don't forget that the same way you are devising means of winning an opponent; they, too, are devising their own tactics and defensive concepts. Focus on the idea that you are playing with an opponent that have the same aim: capture your pieces, lookout for loopholes and mistakes that you would make. So, in this chapter we will explain various "tactics" you can employ to help you gain more points, defend your pieces, and ultimately win each game. Here are some of the tactics we will be talking about:

- Forks
- Pins
- Skewers

- Attacking a defender
- Eliminating a defender
- Double checks
- Discovered attacks
- Discovered checks
- Fool’s Mate
- Trapping pieces
- Deflection

Do not worry! Most of the tactics are simple and straightforward moves which you can master through constant practice. The first three tactics are the most often used ones (forks, pins, skewers) Let’s start with these three technics before going into the others.

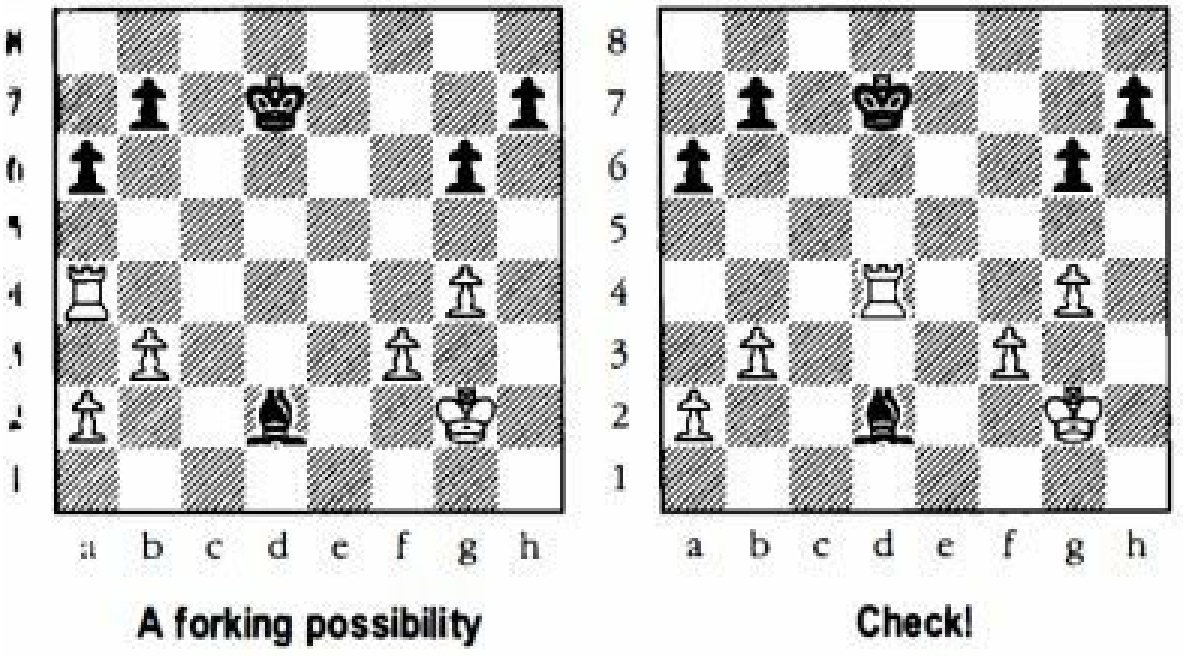
Fork Attack



The fork is the easiest tactics you can use to gain some material advantage over your opponent.

How does a fork occur? Fork occurs when you use a single piece to attack two or more pieces at the same time. In the first pictures above, you can see that many black pieces are vulnerable to attacks. If White moves his queen from e3 to e4 Like in the second pictures, the white queen on e4 will be attacking the black knight on g6 and the bishop on b4. The two black pieces that are being attacked do not have any defense, as you can see – so black will definitely lose one of them. When two pieces are forked, this can also be referred to as a "double attack."

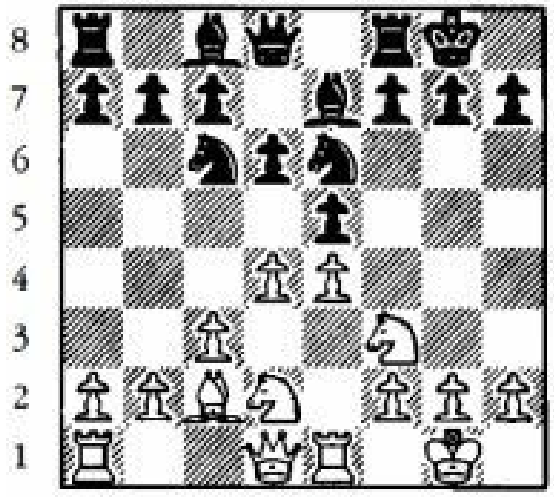
Forking with Check



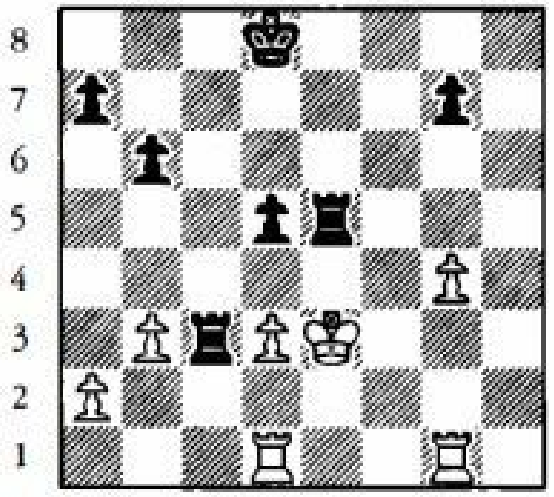
In the first picture, the black and bishop on the d-file are open to attacks at the same time – the white rook on a4 can fork the two of them. If White moves his rook from a4 to d4, an important move, Black will be left in a tight corner, like in the second picture.

In the second picture Black has no choice but to move his king out of check. White will make a second move by playing 2 Rxd2, thus gaining three points.

Fork with other Pieces



White to play

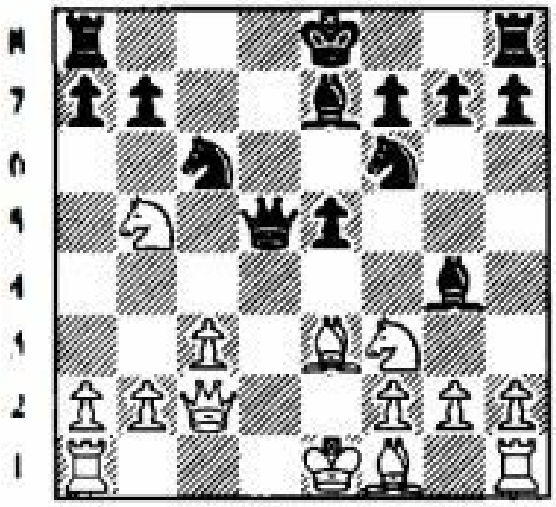


White to play

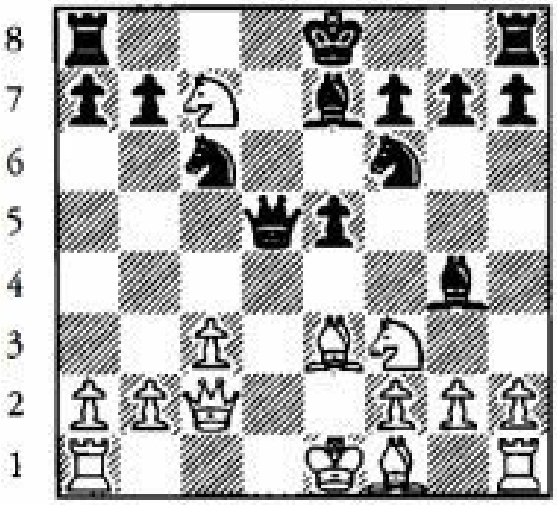
Fork can be performed by using any chess piece of choice. In the first scheme, White's turn to play – if he plays 1 d5, he would be using a pawn to fork two black knights. Black will only be able to move one of the knights, leaving the other at the mercy of the white pawn.

In the second picture, the black rook on e5 is checking the white king on e3 – White has to move his king out of check. If White plays 1 Kd4, he will successfully fork the two black rooks. In this case, Black must move one of the rooks as there is no way other of protecting the two of them.

The Family Fork



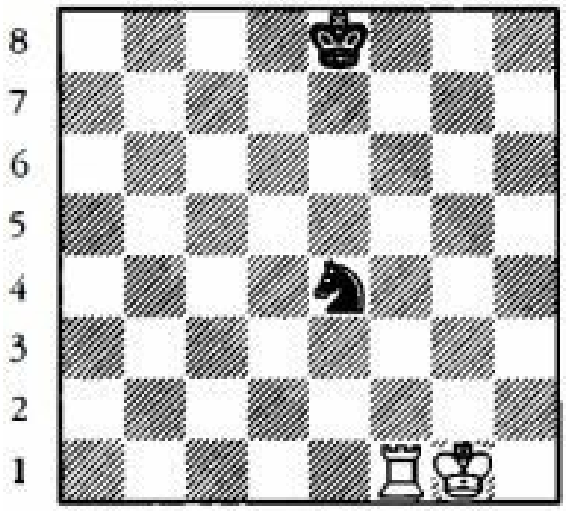
White to play



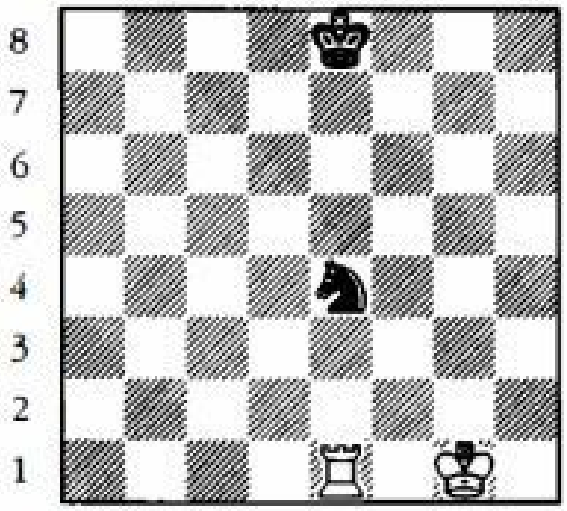
A family fork

A family fork occurs when a piece attacks more than two enemy pieces at once. While any piece on the board can carry out a fork, the knight is well known for performing family forks. In the first picture, it is White's turn to play. If he moves his knight from b5 to c7, that will be a family fork because, in that location, the white knight can attack the black queen on d5, the black king on e8, and the black rook on a8. Look at the second diagram for clarification. If Black plays 1… Kd7, i.e., moving his king from e8 to d7, White will capture the next black piece of importance, which is the queen on d5. If for his second move, White plays 2 Nxd5 and Black plays 2… Nxd5, at the end of the transactions, White will gain a queen for a knight, which is six points.

Pin Attack



White to play



White pins the knight

Pin is one of the most powerful tactics or weapons you can use to win a point or deliver checkmate in chess.

How does a pin occur? If you attack two enemy pieces that cannot move beyond the line of attack without making a more valuable piece behind them vulnerable, then you have performed a pin.

In other words, it is a way of pinning two opposing pieces to a line of attack because if they move, they will be exposing a more valuable piece to a threat.

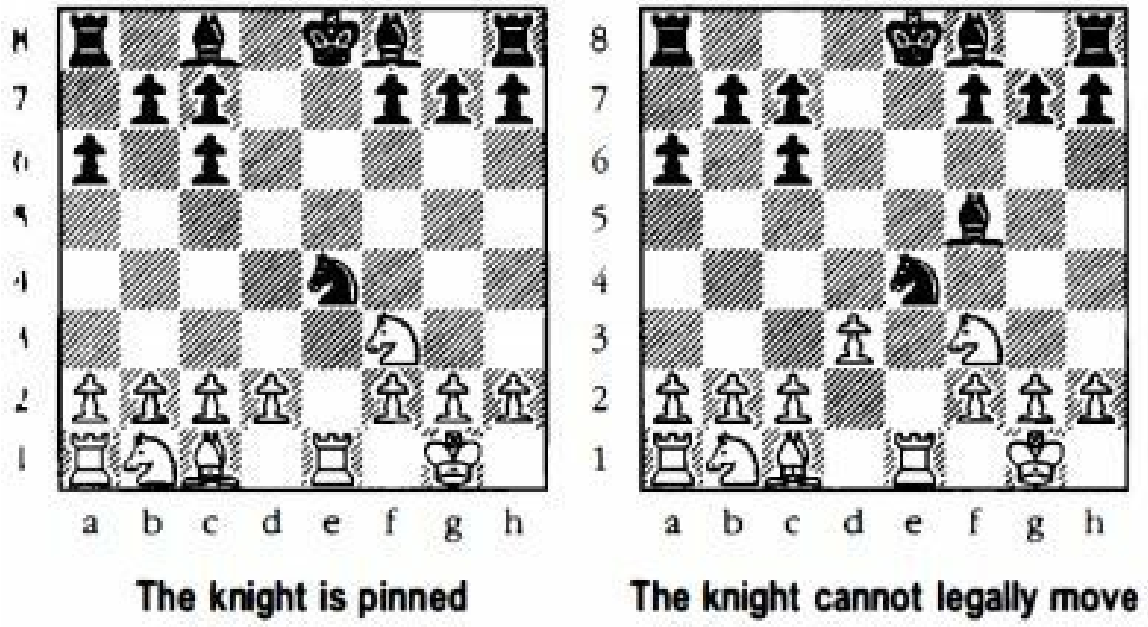
There are two types of pin: normal pins and pins against kings.

A pinned piece cannot move in a typical pin against the king, because it will expose his king.

In the first picture shown above, the black king behind the knight on the same file is vulnerable. In the picture, the white rook pins the black knight. If the

black knight moves, he will be exposing his king, and that’s illegal.

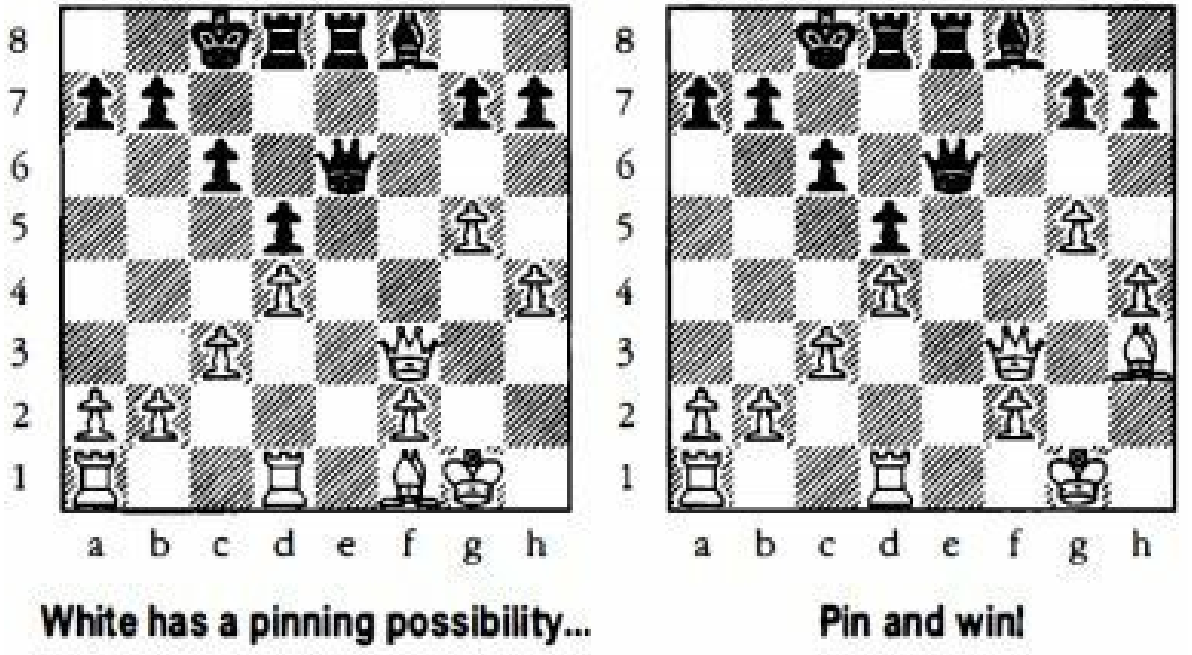
Attacking the Pinned Piece



Why you have to pin an enemy piece? This tactic will guarantee the protection of your own pieces. In the first chessboard above, White has pinned the black knight on e4 to the black king on e8. So, Black cannot legally move the e4-knight.

If Black protects his e4 knight by playing 1… Bf5, White will display his power by moving his d-pawn from d2 to d3; hence, attacking the black knight on e4 yet again. On the next move, White will play 3 dxe4, capturing Black's knight on e4.

Pinning a Major Piece against a King

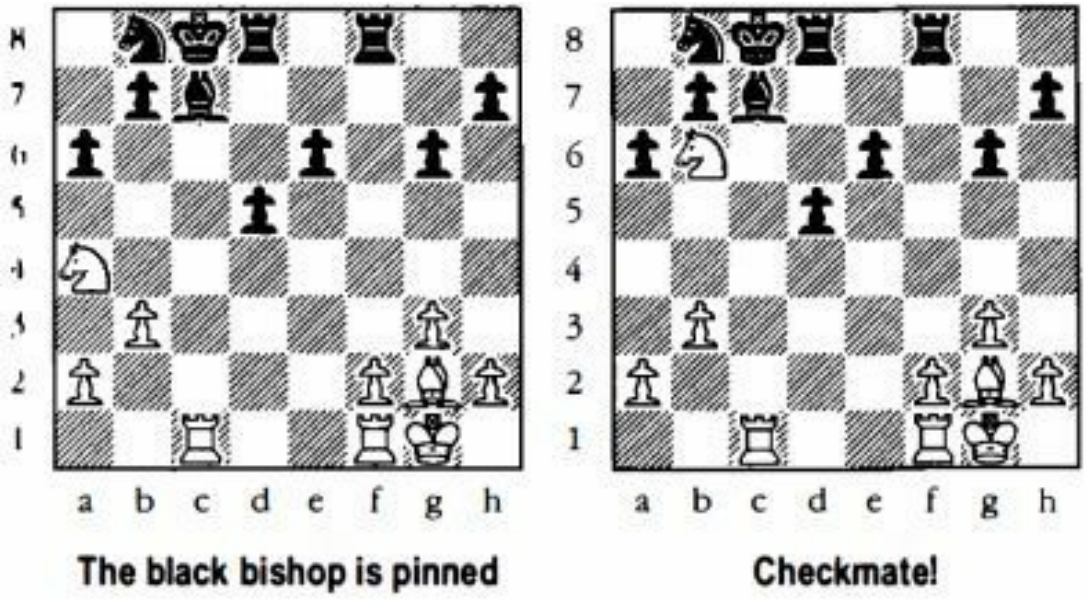


But more powerful pieces can still be pinned against a king, like a rook or a queen against a king. You can see in the first chessboard that white has a pinning possibility – the black queen and king occupy the same diagonal, which gives White a pinning chance.

Suppose white plays 1 Bh3 (like in the second picture). In that case, he will successfully pin the black queen against the king, thus granting white many material advantages. In that pinned position, the Black's queen can move, but only along that diagonal, which means that the pinning took away most of the black queen's powers.

In a follow-up move, White will play Bxe6, gaining six points.

A Pinned Piece Does not Have Much Power!

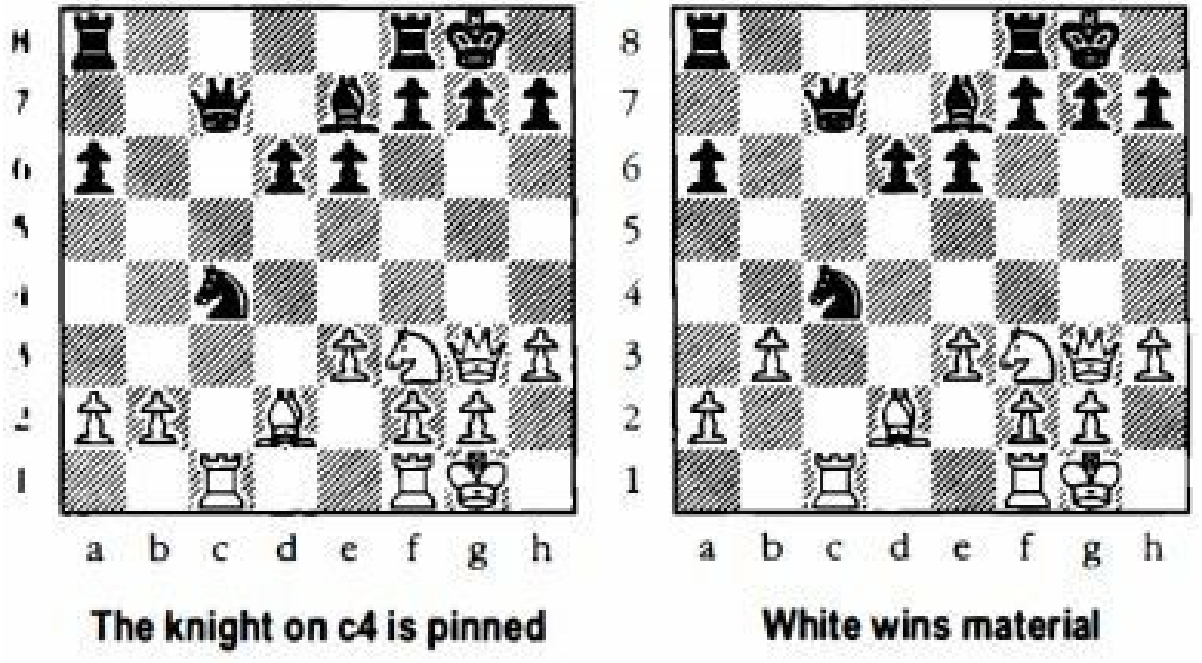


In chess game if a piece is pinned, the piece loses a lot of power.

The first picture show how the white rook on c1 is comfortably pinning the black bishop on c7 against the black king on c8. Interestingly, the king protects the black bishop, meaning that the white rook on c1 cannot favorably capture it.

But white can still make other powerful moves and gain advantage in this situation, while the other black pieces are still pinned. If White plays 1 Nb6 mate, then that’s checkmate and game over for Black. Now analyze the second picture: you can see no escape route for the black king after white moved his knight from a4 to b6.

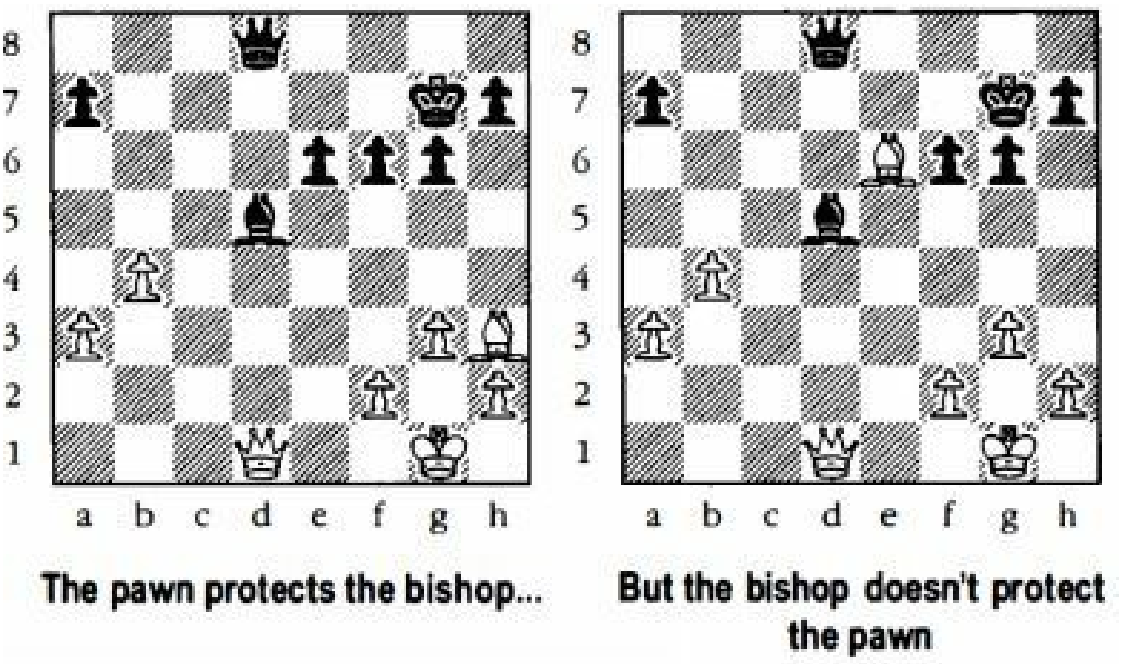
Normal Pins



Unlike a “pin against a king” that is often more vicious, a normal pin is less vicious, although move can still cause serious damage to the other team.

Look at the first chessboard: White’s rook on c1 is comfortably pinning the black knight on c4 against the back queen on c7. Black can legally move the knight on c4; that would involve the exposition of the black queen on c7 to attack.At the moment, the knight on c4 is protecting the queen along the c-file, so if White plays 1 Rxc4; that would be a terrible move because Black will retaliate by playing 1… Qxc4.White should play 1 b3; then Black will lose the knight by playing 1… Nxd2. Then White would play 2 Rxc7, leaving Black to play 2… Nxf1. For his third move, White will play 3 Kxf1. And so Black will lose some points. That will be an excellent move.

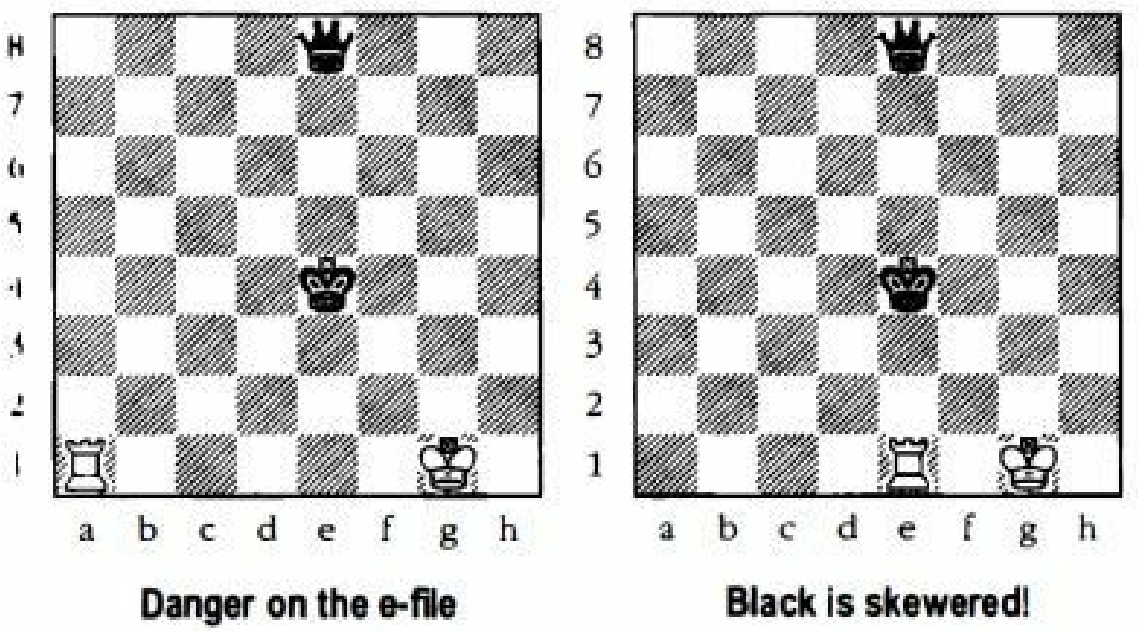
A Pinned Piece Doesn’t Protect



In the first chessboard, you can see that the white queen on d1 is pinning the black bishop on d5 against the black queen on d8. You have also to notice that a white bishop on h3 is attacking a black pawn on e6.

Now, it is quite interesting to see that the black pawn on e6 can actively protect the black bishop on d5. However, the black bishop on d5 cannot protect the black pawn on e6. The reason is simple, the black bishop on d5 is being pinned, and any move to protect the black pawn on e6 will see Black losing his queen. In the above scenario, there is no escape for Black; he must lose material.

Skewer Attack



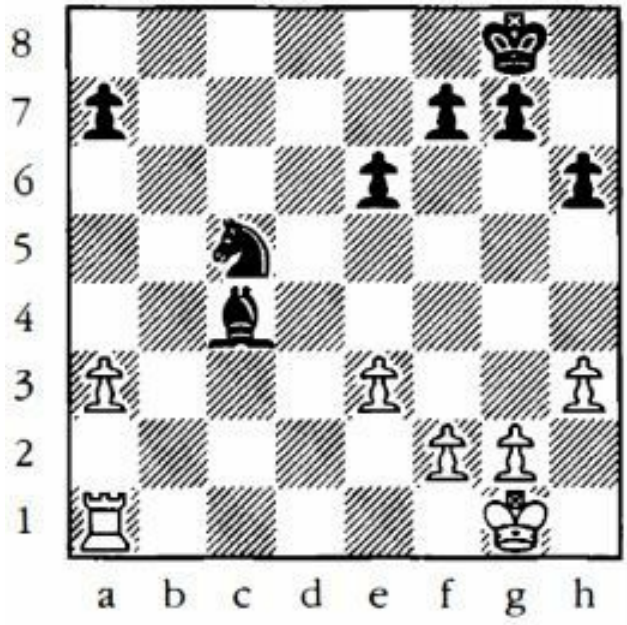
A skewer has almost the same characteristics.

When you attack an enemy piece such that the attacked piece cannot escape without exposing another enemy piece of equal, higher, or near-equal value to attack, then you have carried out a skewer.

In the first picture, Black is liable to be skewed. If White plays 1 Re1+, White will be skewing the black king on e4 to the black queen on e8.

In this situation, Black cannot move his queen; he must get his king out of check first, thus exposing his queen to attack. So, in this case, the black king must move, making way for the white rook on e1 (like in the second picture) to capture the black queen on e8.

Skewering

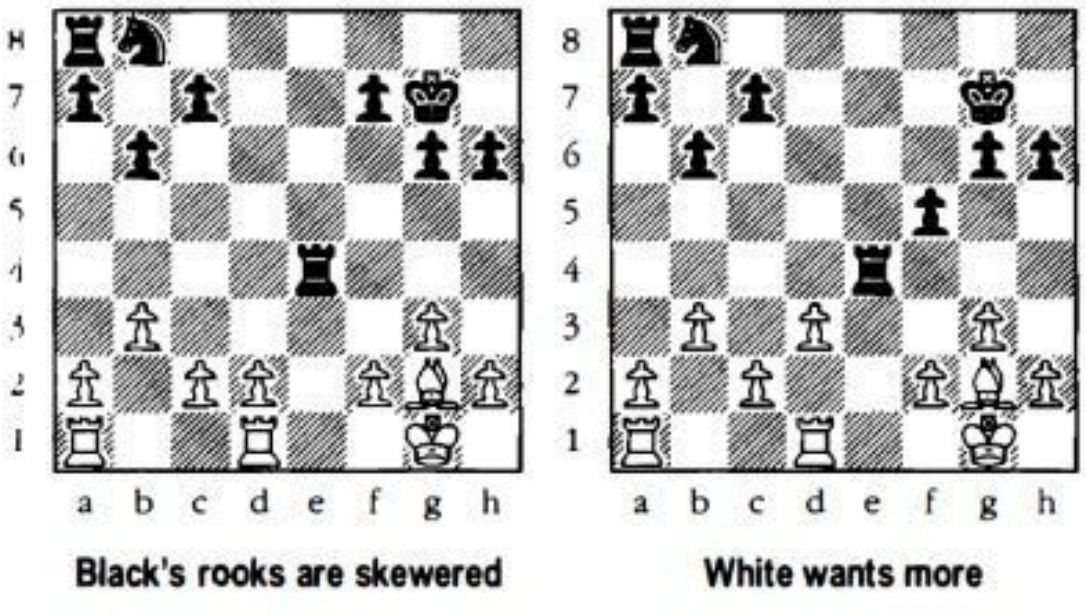


White has a skewer opportunity

If you want to skewer an opponent's piece successfully, you will need to do it with those pieces that can cover long ranges on the board like bishops, rooks, and queens. This is quite unlike forks that can be performed using any piece at all.

In the chessboard above, White can play 1 Rc1, which is quite straightforward. If that happens, that means Black's bishop on c4 will get skewered to the black knight on c5 by White's rook. Black's bishop will have no escape route except to subject the black knight to attack. If the black bishop moves to a6-square, for instance, White will attack the black knight on c5 using the rook on c1. So,Black must lose a piece.

Attacking a Skewered Piece

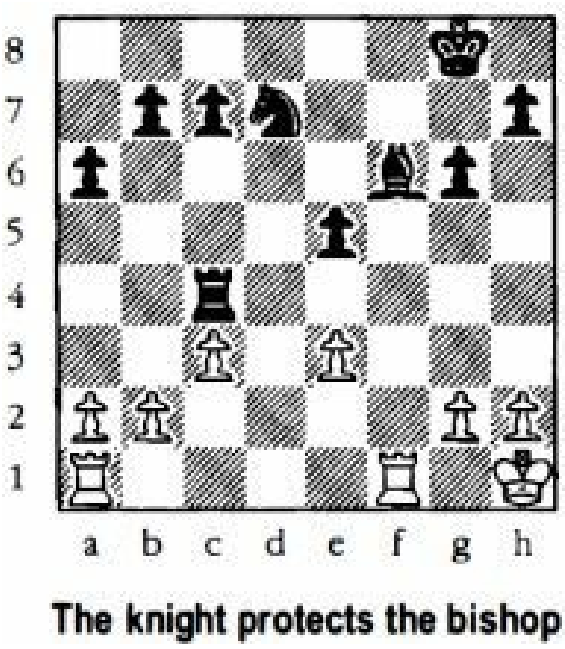


In the first scenario above, Black's two rooks are skewered. At least one of the rooks must be captured by the white bishop on g2. Now, if the black rook on e4 moves to the d4-square, the white bishop on g2 will still capture the second black rook on a8.

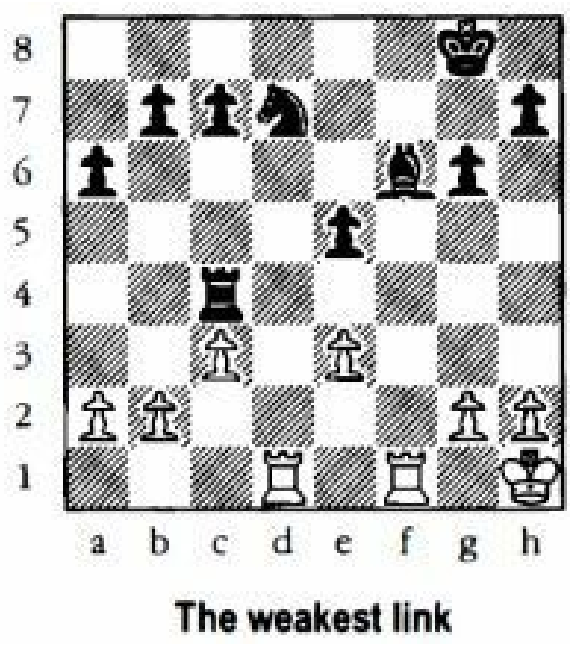
In this situation, Black can make a desperate attempt to cut his losses by playing 1… f5. With Black's pawn now on f5, it means the black rook on e4 is now protected. If, for the second move, White plays 2 Bxe4, and Black plays 2… fxe4, it then means that White gained two points from the transaction.

But if for his second move, White plays 2 d3, like in the second picture, it then means that White has prepared the way to capture the black rook on e4 with a pawn (a low-valued piece). If that happens, White will win more material.

Attacking a Defender



The knight protects the bishop



The weakest link

This tactic will guarantee the winning of some points and deliver a checkmate to your opponent's king. What does it mean to attack a defender?

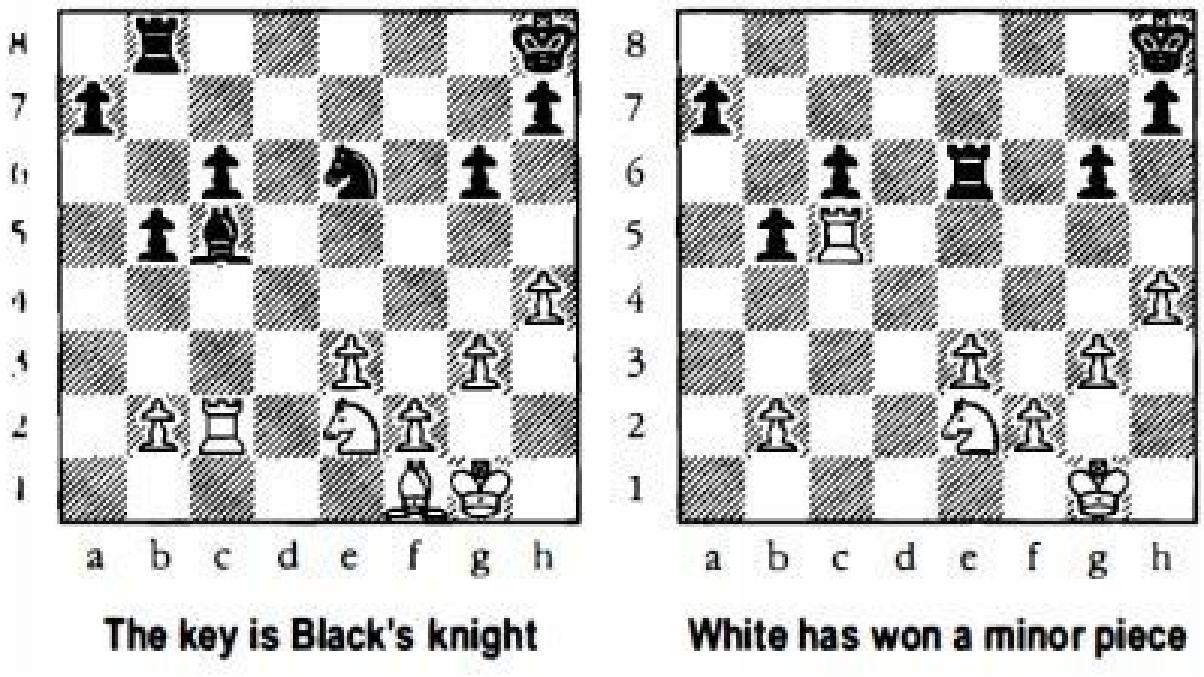
Let's assume that one of your pieces is already threatening an opponent's piece, if the threatened piece is being defended or protected by another; you can use one of your free pieces to attack the defender. This will most likely collapse your opponent's defense. Once this happens, you can move in for the kill.

So, to use this tactic, you have to attack an enemy piece. Then proceed to attack the defender of the enemy piece. In the first picture, White's rook on f1 is already threatening the black bishop on f6. Black's bishop is not totally alone as he is defended or protected by the black knight on d7.

Now, if White wants to perform an "attack the defender" tactic, he will have to attack the defending black knight. So, if White plays 1 Rad1, he gains a lot of advantages. This single move by White will weaken Black's defenses. If Black should leave his knight on d7, White will use his rook on d1 to capture it. If Black also decides to move his rook from d7, White will capture the

black bishop on f6. No matter the move made by Black, White will gain a piece or some points. Like in the second picture.

Eliminating a Defender



Quite like the one we just discussed. But in this case, rather than attacking the defender, you eliminate the defending piece entirely.

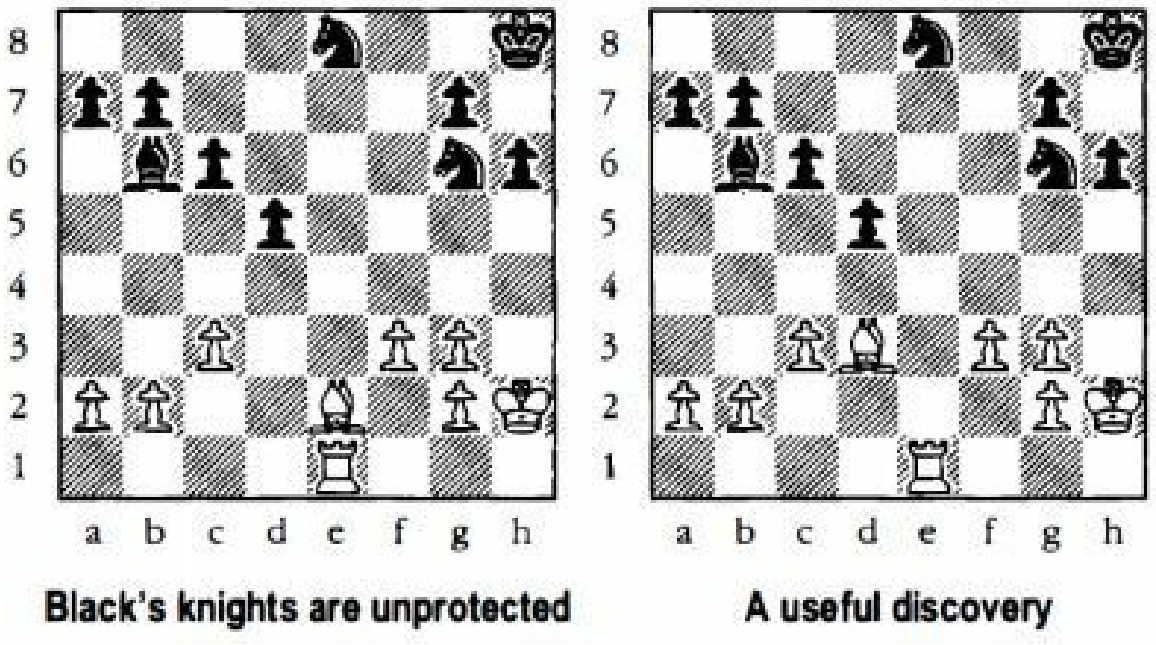
There are instances when you cannot simply attack a defender, probably because there is another piece that will still defend the attack. So, in such an instance, what you do is to destroy the guard.

In the first chessboard, the white rook on c2 is attacking the black bishop on c5. However, there is a black knight on d6 that is actively defending the black bishop on c5. Now, if White wants to attack the defender, which in this case is the black knight, White will have to play 1 Bh3.

Even with the above move by White, Black can still attempt to protect his knight by playing 1… Re8. However, this move alone will be enough to protect Black's threatened pieces entirely because, for his second move, White will still eliminate the black knight on e6.

Black will make a second move and play 2… Rxe6. For his third move, White can easily play 3 Rxc5, thus making him gain 3 points net (I will leave you to figure this out yourself). See the second diagram for clarification.

Discovered Attack

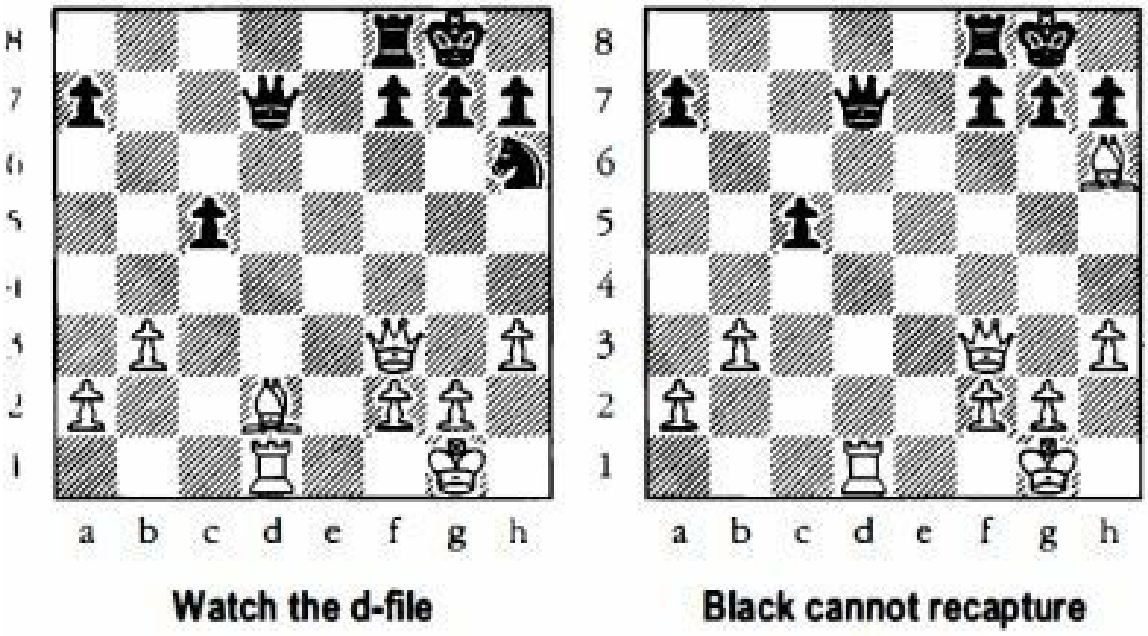


The discovered attack is a useful and powerful tactic if you want to gain some quick points occasionally.

In the first picture above, you can see that the White bishop and the white rook are on the same e-file. If the bishop moves to another file, rank, or diagonal, that movement will expose the black knight on e8 to an attack from the white rook on e1.

What makes the example in the first picture above more interesting is that if the white bishop moves to d3, for instance, he will yet again attack the black knight on g6. So, in this case, Black is under double attack. See the second picture for clarification. So, no matter the move that Black makes, he will lose one of his knights.

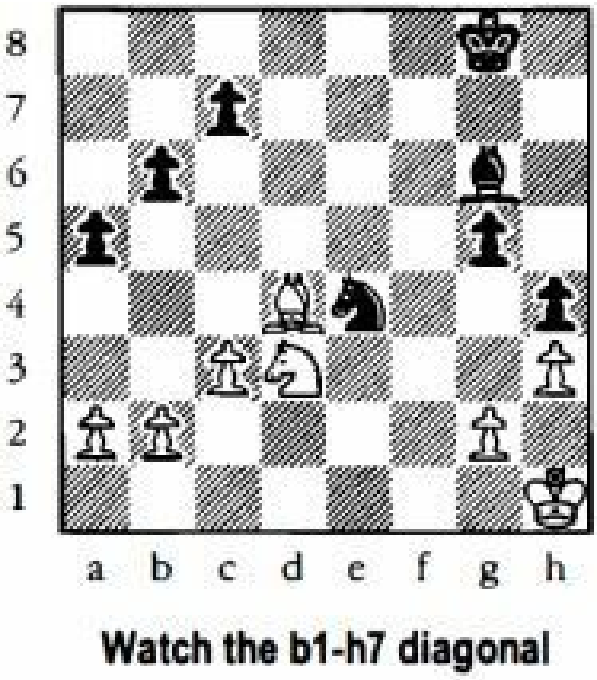
Uncovering an Attack by Capturing



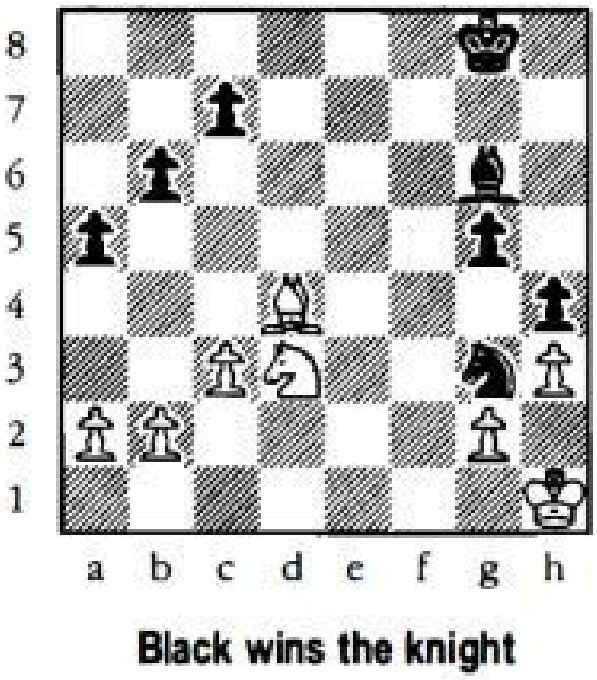
In this example, you will learn how to uncover an attack by capturing another enemy piece. In the first chessboard the white rook and the black queen are on the same file. This sends a warning sign to White, but White can flip the situation to his advantage by uncovering an attack.

White will need to play 1 Bxh6 – this is an excellent move because Black will not want to use his pawn on g7 to recapture the white bishop on h6. Rather, at this point, black will be more interested in saving his queen. Also, notice that Black cannot use his queen to capture the white rook on d1 because the white queen on f3 is actively protecting the rook. This is one of the things that make this uncovering an attack by capturing tactic work effectively.

Uncovering an Attack with Check



Watch the b1-h7 diagonal



Black wins the knight

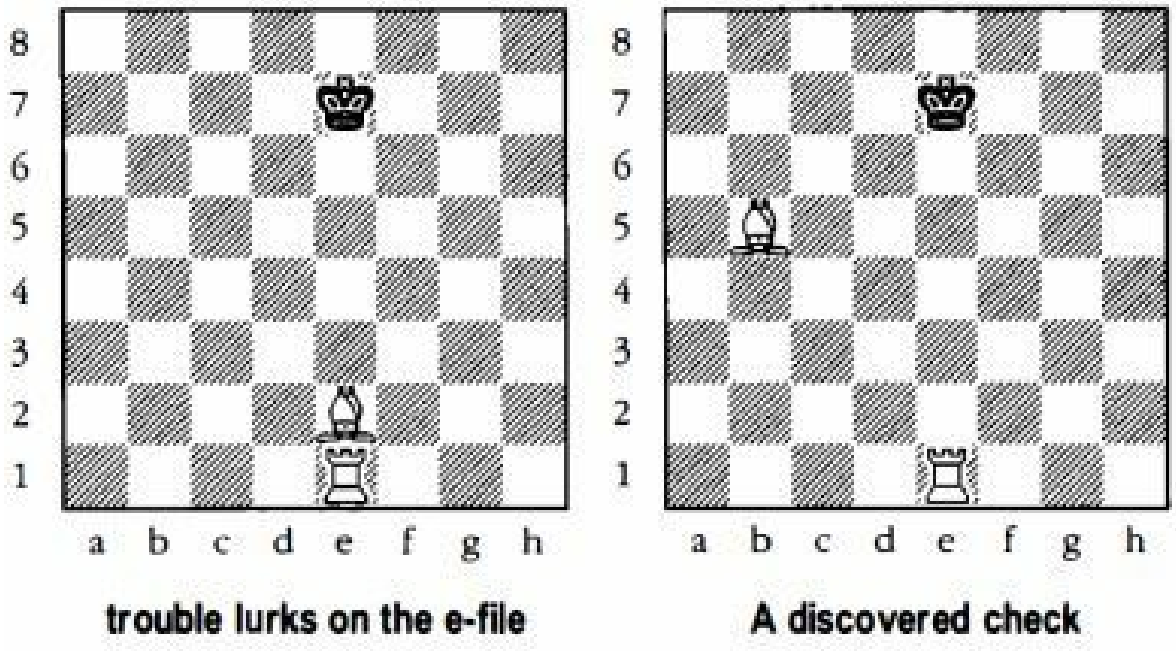
This is a variation of the discovered attack tactic. This happens when the piece that moved to uncover an attack also delivers a check to the enemy's king at the same time. This variation of the tactic is more powerful than the other two we have discussed. When the piece that moved to uncover an attack delivers a check, the opponent will be more interested in protecting his king and moving him out of check.

In the first picture shown above, if Black plays, 1… Ng3+, then he has not only delivered a check to the white king on h1, but he has also uncovered an attack on the white knight on d3. In the second picture, you can see that the black bishop on g6 is comfortably attacking the white knight on d3.

White has no option than to move his king away from the check. If White moves his king from h1 to h2, Black will capture the white knight on d3 using the black bishop on g6.

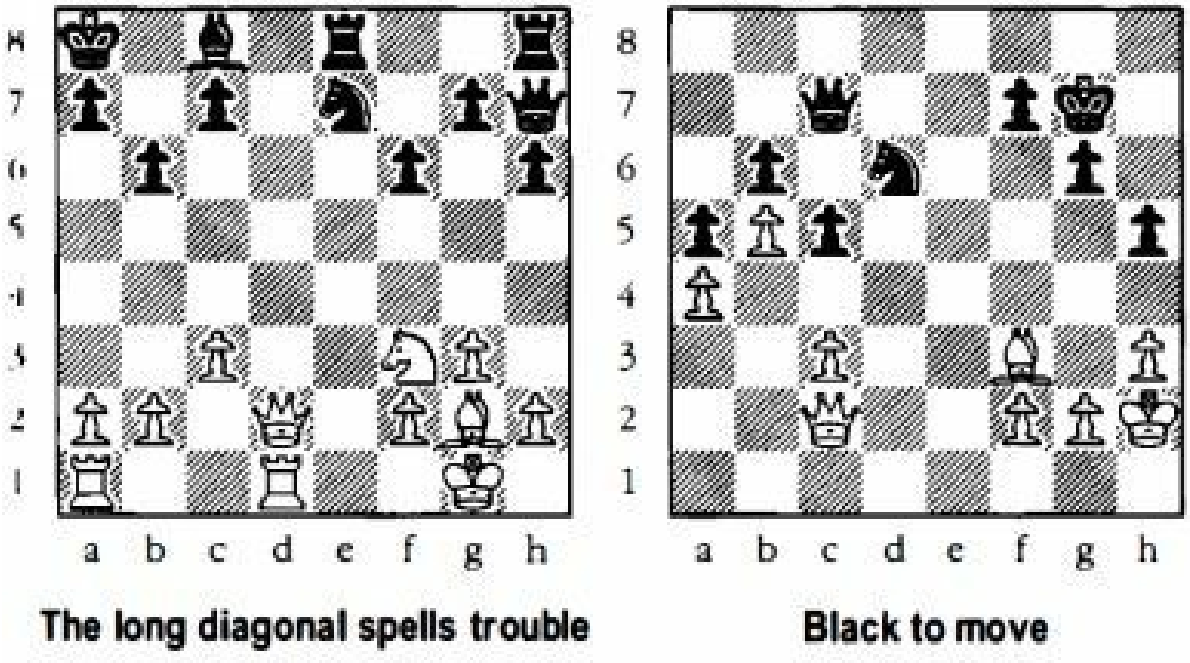
In the first picture, notice that if Black had uncovered an attack by moving his knight on e4 to f2 instead of g3, Black would have been the one to lose his knight.

Discovered Check



A discovered check has almost everything in common with the discovered attack tactic. How does it occur? Suppose an enemy's king occupies the same rank, file, or diagonal with two of your pieces. In that case, you can perform a discovered check by moving one of your pieces away from the diagonal, rank, or file such that the other of your pieces behind would deliver a check to your opponent's king. The white rook, bishop, and black king occupy the same e-file, as you can see in the first chessboard, trouble are coming for Black. If White moves his bishop from e2 to b5, like in the second chessboard, then White has discovered check. Black will have to put in some effort to move his king away from the check.

Damaging Discovered Checks



The long diagonal spells trouble

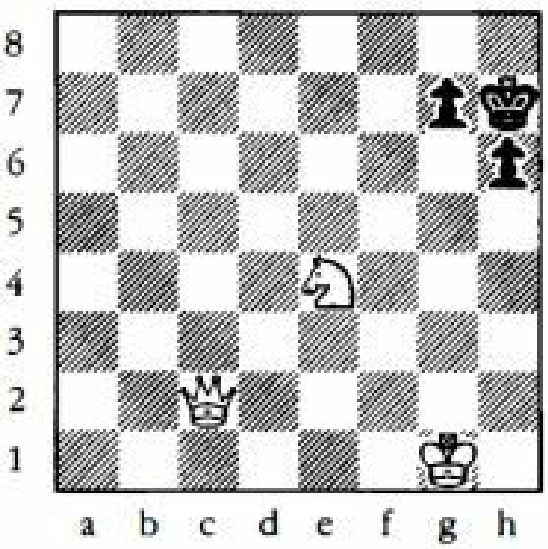
Black to move

If an opponent uses the discovered attack or check tactic against you there is a way to flip the situation around and still stand at an advantage.

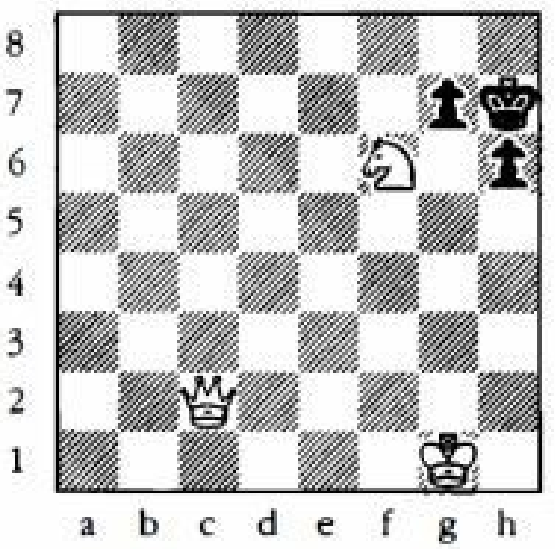
How is that possible? Look the pictures above

In the first diagram, if White plays 1 Ng5+, it would not matter that in the knight's new position, the g5-square, Black's pawns threaten the white knight. What's more important is that White has uncovered a check on the black king on a8 (uncovered attack: notice the white bishop on g2 attacking the king). Black will have to move his king to b8 or use any of his other pieces to block the line of fire. Whatever moves he makes; White will make a second move and use his knight on g5 to capture the black queen on h7.

Double checks



Black's king is in trouble



Two checks for the price of one

In the first picture, you can see that the black king on h7 is in deep trouble because if White moves his knight from e4 to f6, the black king will be facing double checks.

Double checks, like a chess weapon, have more power than discovered attacks or checks. It would be hard for the king that is being double-checked to move out of check. By definition, a double check occurs when a piece moves off a line, rank, or diagonal to deliver a check to a king while still uncovering another piece that delivers a second check to the already checked king. We already explained that if White moves his knight from e4 to f6, the knight will deliver a check to the black king. Not only that, the movement of the knight will uncover the White queen on c2 that will also deliver a check to the black king.

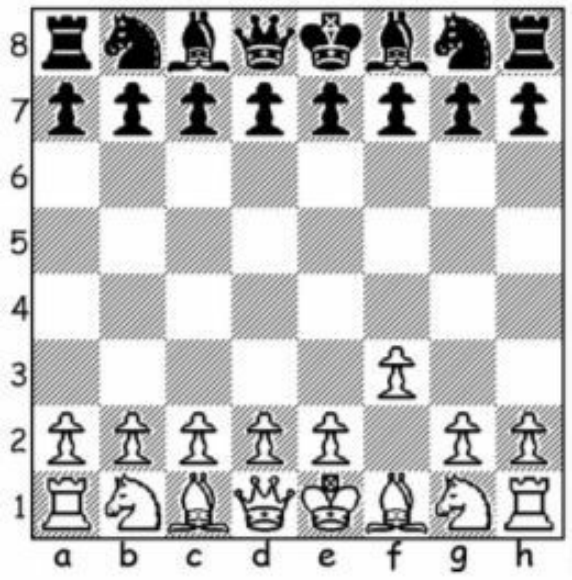
Indeed, look at the second picture, the black king will have to move away from the check by moving to h8, as that’s the only square still available to

him. After Black moves his king to h8, White can easily deliver a checkmate by moving his queen from c2 to either h7 or c8

Fool’s Mate

This tactic is rarely seen, also called “2 move checkmate”. It is the fastest possible checkmate in chess. A good example involves moves that lead to the following position:

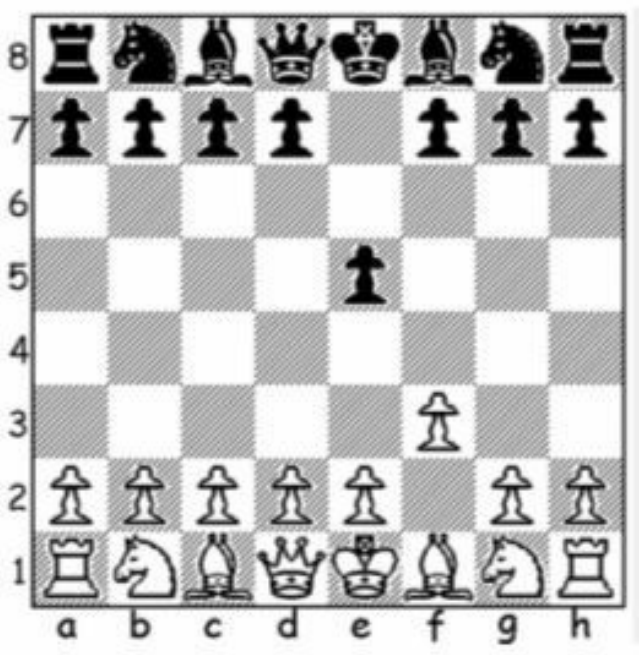
Black and White can also make the following moves: 1. f3 (1. G4e62. F3Qh4#)1… (e62. G4Qh4#). The strategy is initiated by a weak opening move by White. It does little effort playing 1. F3 to control the center of the board.



Black responds with 1. … e5, which is a strong response.

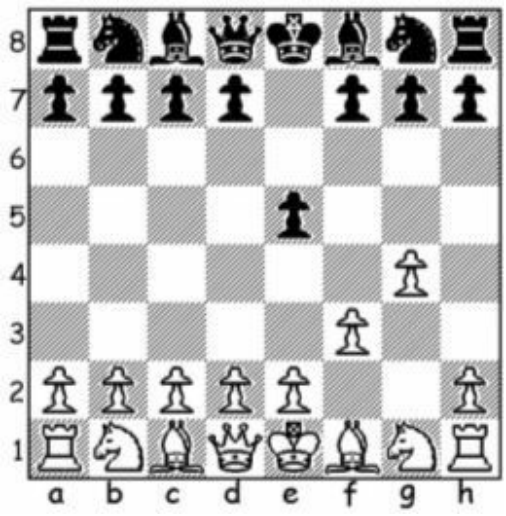
Black gains a very significant amount of control at the center of the board and enables him to develop both the queen and the dark-squared bishop, to make a move to h4 to take advantage of the undermined White King. White has some advantage in the starting position of the game.

However, after only one move for each side in this game, Black has the better position already.

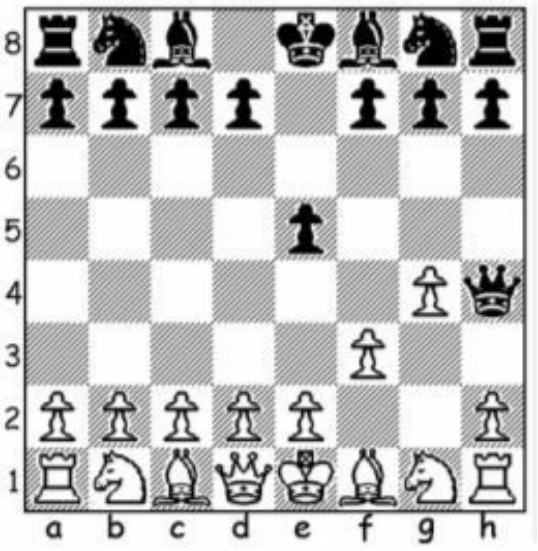


White then continues to play the move 2.g4, which turns out to be a pure mistake. His position is not enhanced but rather weakens the already risky e1-h4 formation.

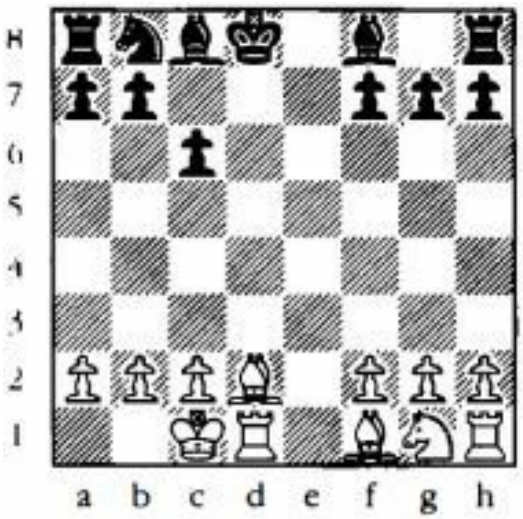
Black has a checkmate now in one move.



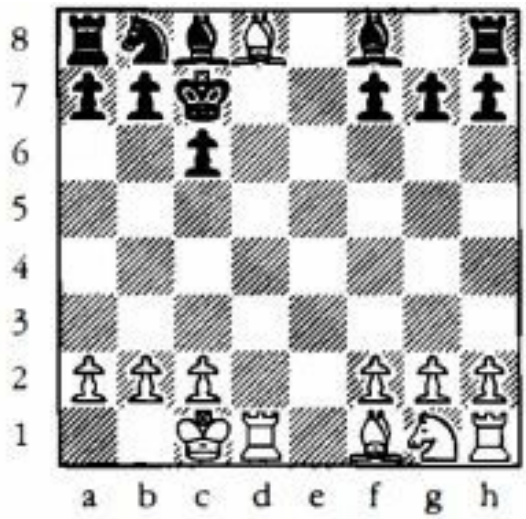
Black completes the game with the moves: 2. … Qh4. Black’s queen cannot be captured, white cannot remove his King from danger, and he has no way of blocking the Queen’s attack. White has been checkmated in only two moves. This checkmate is simple to avoid. All the moves of white are bad. They contradict the basic opening concepts of dominating the center of the board and maintaining the safety of the king. Keeping these principles in mind will help you avoid opening catastrophes like the Fool’s mate.



Double-Check Leading to Mate



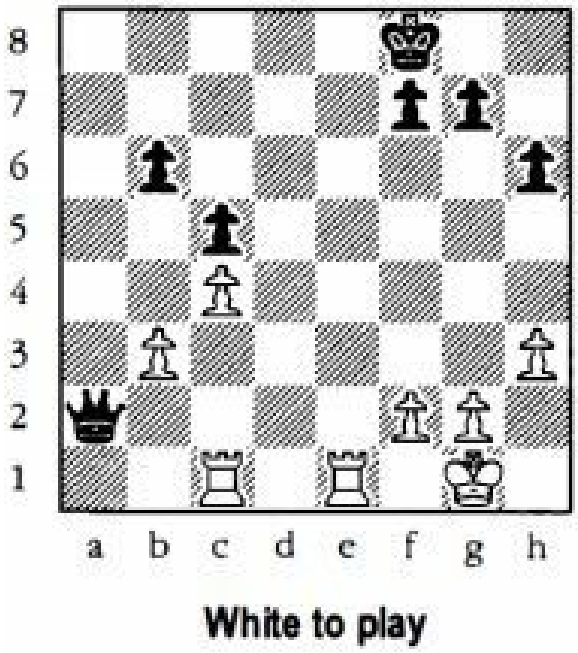
A choice of double checks



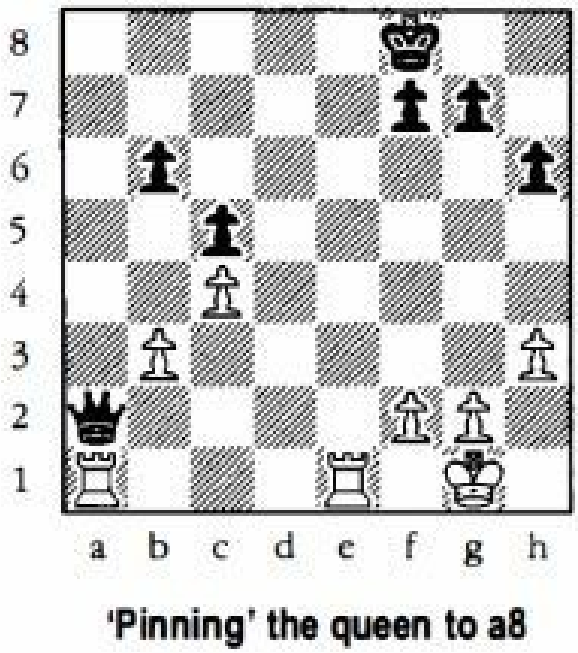
A visual checkmate

A double-check is one of those situations you do not want to face as a chess beginner, but it can be so pleasant when you use it against an opponent. What makes double-check unpleasant is that your king is being checked by two enemy pieces. Your only option would be to move the king. You cannot block the line of fire since there are two pieces that are checking your king. Also, you cannot use another piece to capture the checking piece because there are two of them, and you can make one move at a time. In the first chessboard, White has the chance to perform the double-check tactic on Black. If White plays 1 Bg5+ or 1 Ba5+, he will deliver double-checks to the black king on d8. Playing 1 Bg5+ will be more beneficial to White as he checkmates the black king on his second move. If Black plays 1… Kc7, White makes a second move by playing 2 Bc7 mate, thus ending the game. Look at the second picture for clarification.

Checkmating Threats to Win Material



White to play

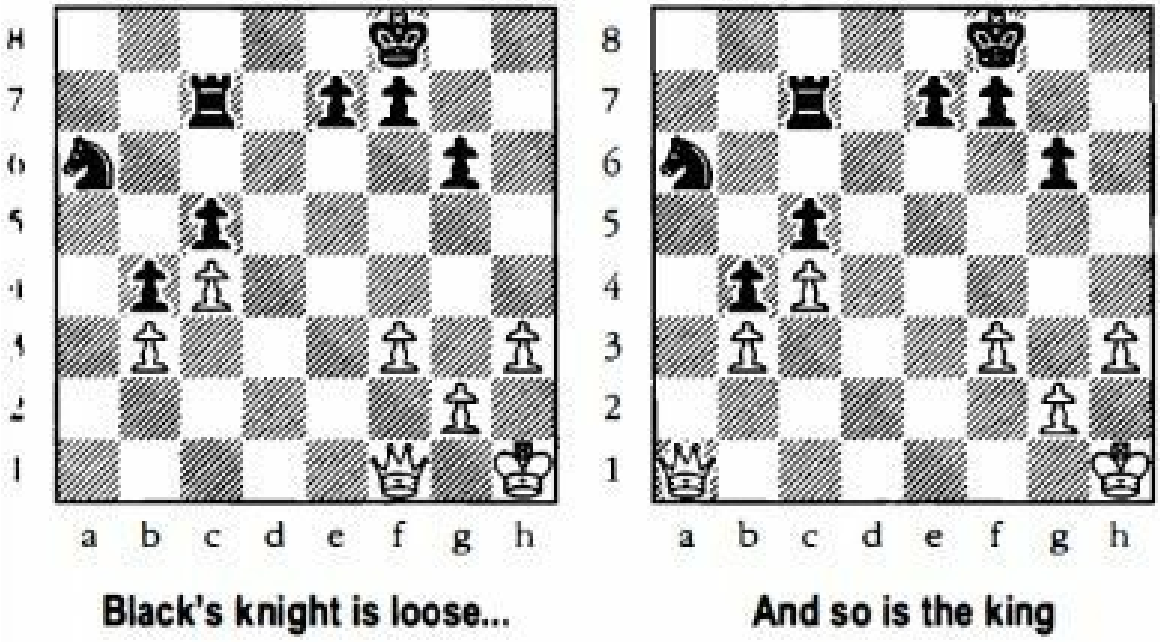


'Pinning' the queen to a8

In the first picture, it is White's turn to play and he can easily play 1 Ra1, a powerful move that will see him attacking the black queen a2. The black queen will have to be constrained to that square and allow White to attack it because if the black queen moves, White will use one of his rooks to deliver a checkmate.

If Black plays 1… Qd2; that would be like postponing the evil day because White will play 2 Ra8+. So, in this situation, the only choice that Black has would be to forfeit his queen for White's rook by playing 1… Qxa1, leaving White to play 2 Rxa1. Look at the second picture.

Example 2 on How to Use Checkmating Threats to Win Material

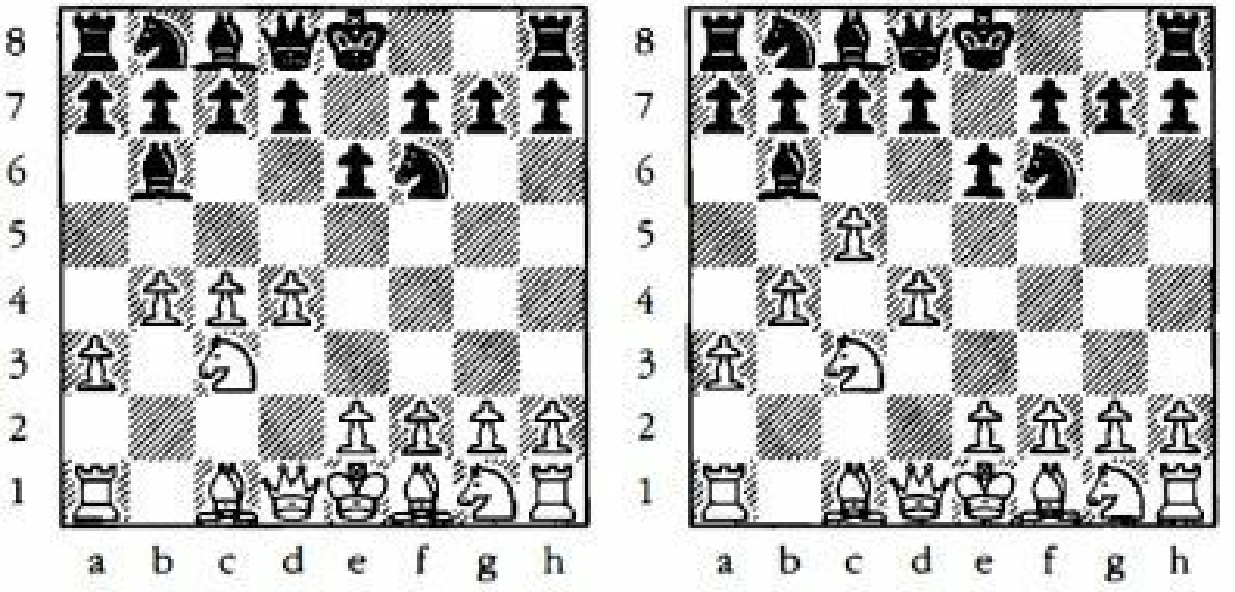


In this scheme the black knight on a6 is loose and unguarded. White can leverage that to win material. You should also notice that the black king is highly vulnerable in his current state.

If White plays 1 Qa1, then the new position of the white queen will be threatening the black knight on a6 and the black king on f8 (by playing Qh8 mate). Black must do something to protect his king from the impending checkmate, so he will be left with no other option than to sacrifice his knight.

Remember, what the White queen is doing in the second diagram is a proper way of forking. The white queen is forking both the black knight and the black king.

Trapping Pieces



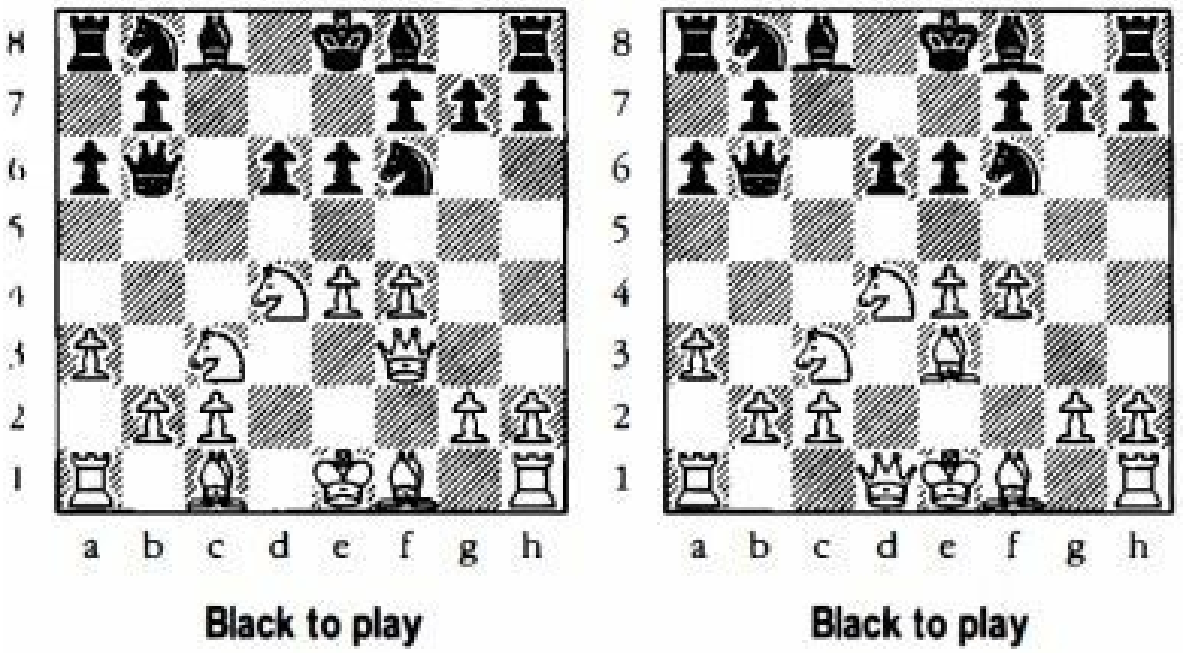
The b6-bishop is lacking squares

Trapping the bishop

This is yet another important tactic that you can use to gain material. You can perform trapping of pieces by using a group of pawns to guide your own pieces and delivering attacks.

In the first diagram shown above, Black in an earlier move had the opportunity to exchange his bishop for the white knight on c3, but he did not utilize it. Now, It is the turn of White to play. White plays 1 c5. Black cannot use his bishop to capture the white pawn on c5, and as there is another white pawn on d4 protecting it. The other box, the a5-square available to the black bishop, is also being protected by the white pawn on b4. In this situation, Black's only option would be to lose his bishop to a pawn, which is a net loss of 2 points, if we want to talk in terms of material gains or loss.

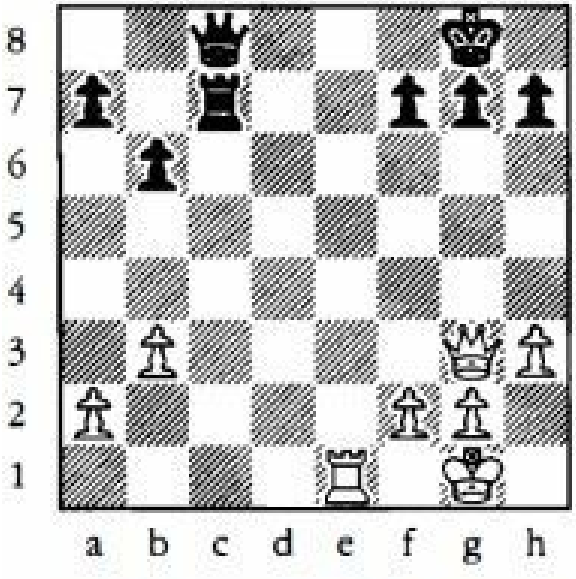
Trapping the Queen



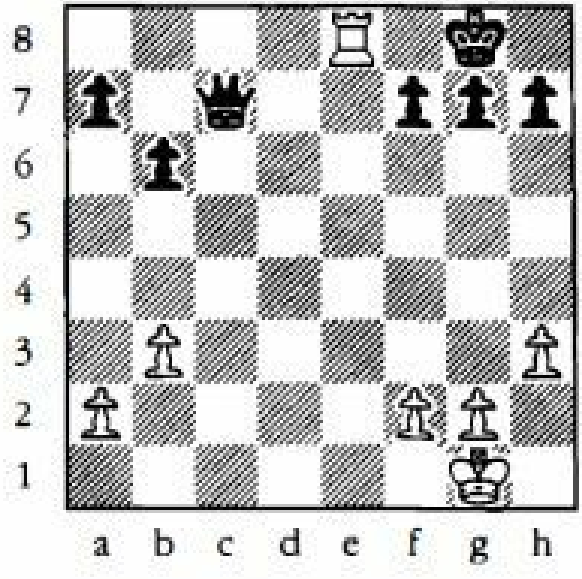
Something that you have to avoid is develop queens prematurely. This kind of “strategy” will be exposing one of your most powerful pieces to an attack.

If your opponent understands what they are doing, they can easily trap the queen, and you will lose many points. In the first picture, you see that it is the turn of Black to play after White had made a previous move. Black plays 1… Qxd4. This is a wrong move! White will make a second move and play 2 Be3. If White successfully traps Black’s queen in the middle of the board, then Black must give up the queen. In the second picture a similar scenario can easily play out. Again, it is the turn of Black to play after White had made an initial move. Black plays 1… Qxb2. White will simply play 2 Na4; thus, trapping the black queen mid-board.

Deflection



Black's queen has too many jobs



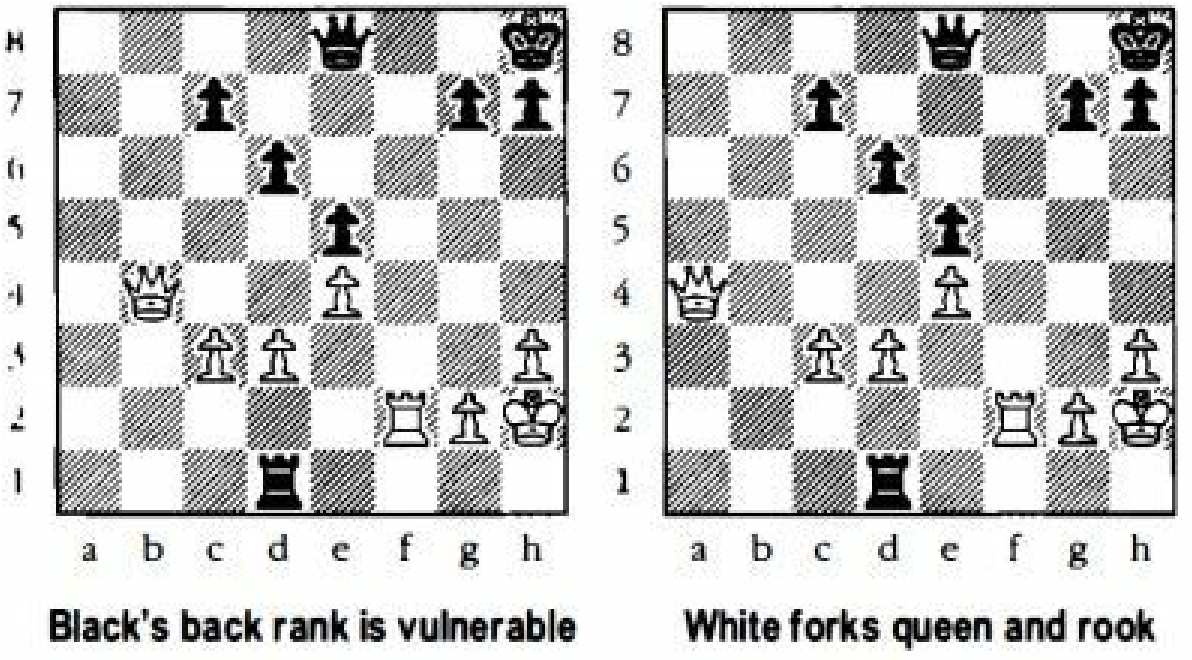
A classic back rank mate

Deflection is a tactic used to lure an enemy piece to stay away from the defence of a particular square or line. In the first chessboard, it is the job of the black queen to ensure that the black king on g8 and the black rook on c7 are duly protected. Black's queen needs to ensure that White doesn't move his rook from e1 to e8, as that would be a typical back rank mate.

Since the black queen seems to have a lot of jobs to do, the queen can be said to be "overloaded." White will leverage this weakness to play 1 Qxc7. This is purely a deflection move by White. Black will have no other option than to play 1… Qxc7.

If Black doesn't play 1… Qxc7, he will lose a rook and still lose another piece. White will complete the move by playing 2 Re8 mate. The game is over for Black.

Another Example of Deflection



This is a complex tactic than the previous one we saw. In the first picture, Black's back rank, and White can capitalize on that to make a material gain. If White plays 1 Qa4; that singular move will attempt to deflect the black queen and take the queen's attention away from the f8-square.

Playing 1 Qa4 by White will not only deflect the attention of the black queen away from f8-square, but the white queen will also be forking the black rook and queen at the same time.

If Black plays 1… Qxa4, White will simply play 2 Rf8 mate. But if the black queen moves up the a-file, then the white queen will capture the black rook on d1. No matter the move that Black makes, White's second move must end up delivering a checkmate to the black king.

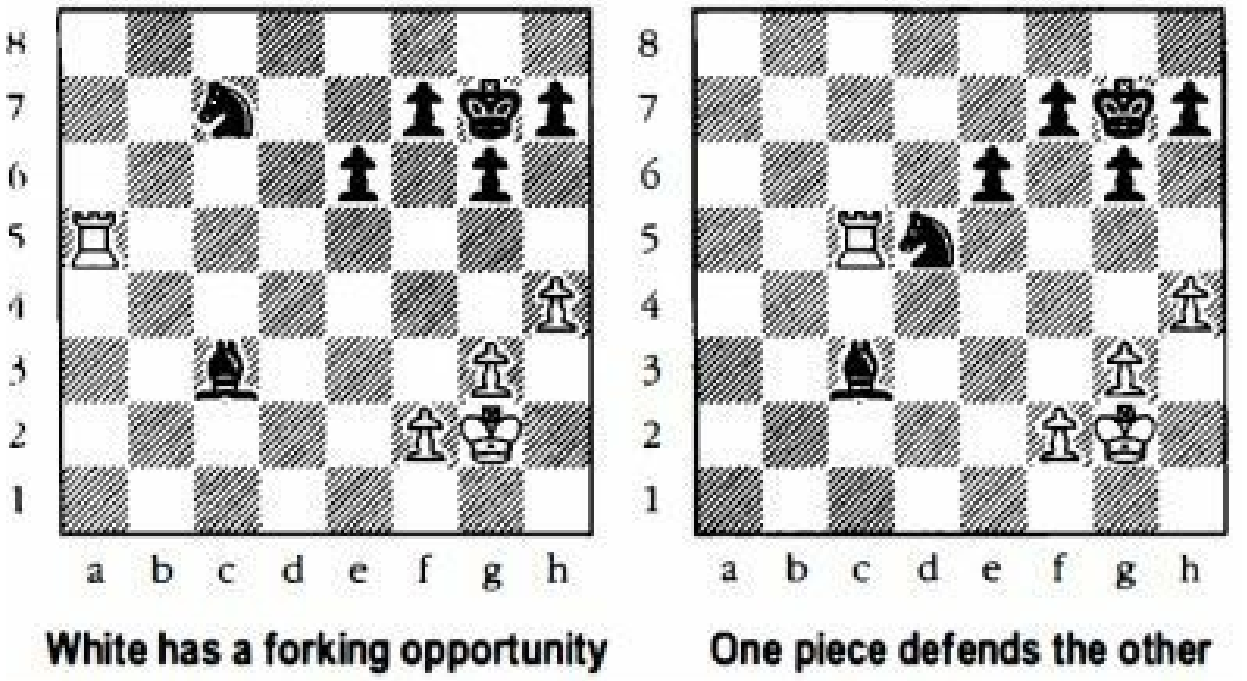
How to Defend your Pieces against Tactical Ideas?

Now, you must understand that the same way you are trying to use tactical ideas against your opponent, they, too, will try to leverage the same tactical ideas against you. So, it is important for you to understand how to protect your pieces against some of the tactical ideas we have discussed in this chapter.

Here are some defensive concepts you can use to protect your pieces against tactical ideas:

- Pinning
- Counterattacking
- Protection
- Blocking
- Unpinning

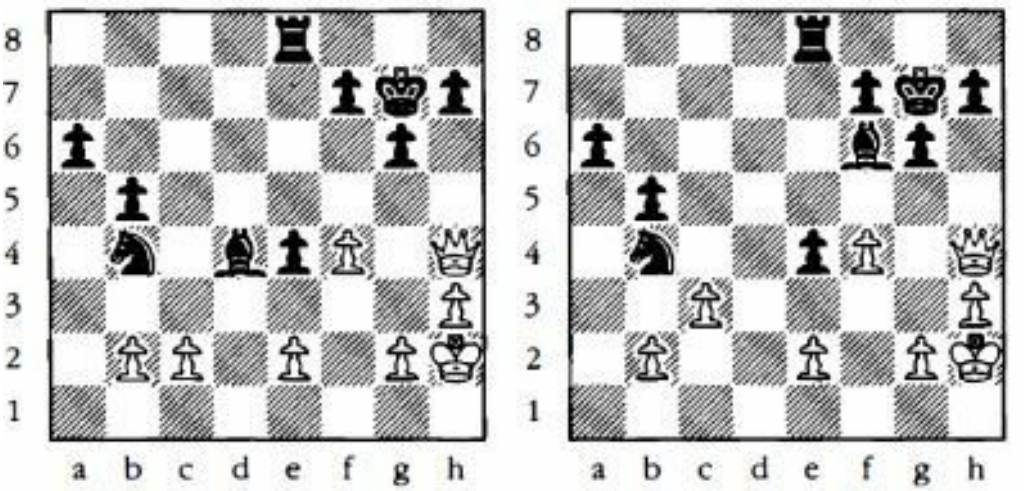
Use Protection Concept to Defend a Fork



If an opponent is using a single piece to attack or threaten two of your pieces at the same time, how do you guard against that?

In the first chessboard, White has the chance to fork two black pieces by simply playing 1 Rc5. If that happens, how does Black protect his pieces? In this case, there are about four moves that Black can make to defend against White's tactics – it is important to state that only one of these moves will yield a positive result for Black. Black can play 1… Nd5; this is an excellent move because Black just placed the knight on a strategic square where the black pawn on e6 will protect it. The knight in his new position is also protecting the black bishop on c3. So, unless White wants to lose his rook, he would not attack Black's bishop on c3 or knight on d5. Now figure out why the moves 1… Nb5, 1… Ba5, or 1… Be5 will not work for Black.

Using Counterattack to Defend a Fork



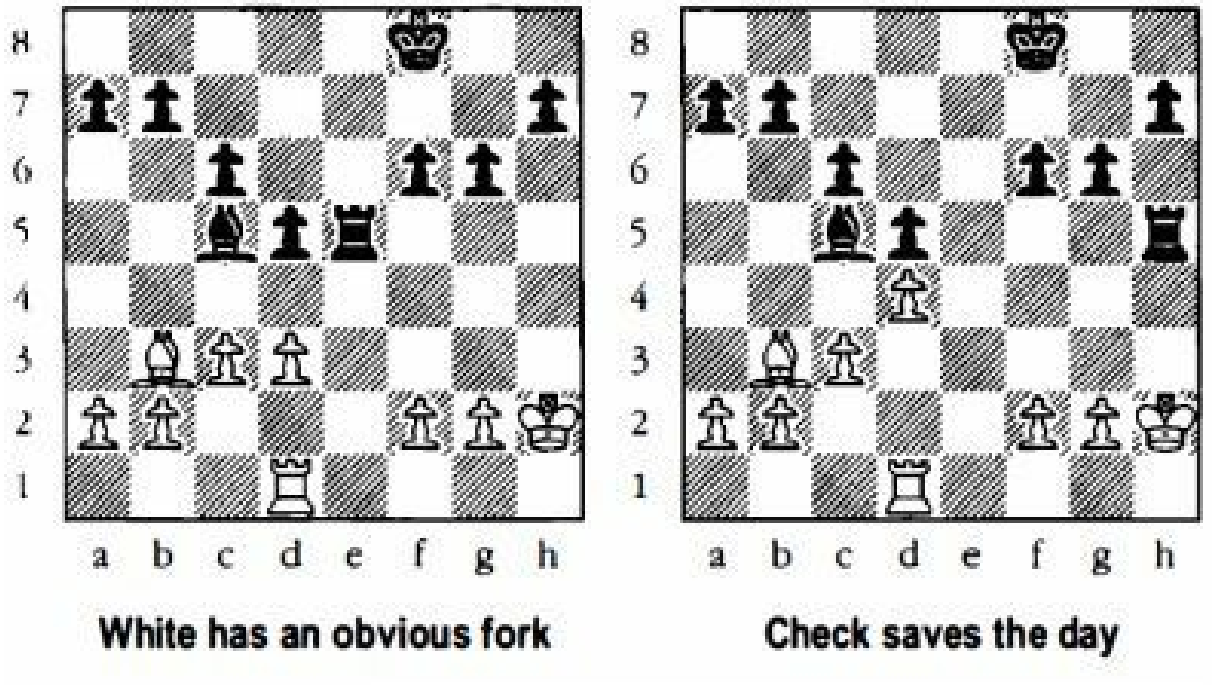
The bishop and knight are vulnerable

Black counterattacks

In the chessboard shown above, the black knight on b4 and bishop on d4 are vulnerable and can be forked by White. If White plays 1 c3, then the black bishop and knight will be in trouble. The only way for Black to protect the forked pieces would be to play 1… Bf6.

Now let's have a look at the second picture for clarification: you can see that the black bishop on f6 is attacking the white queen on h5. If White goes ahead to capture the black knight on b4 using the pawn on c3, White will lose his queen to the black bishop on f6. Since White would not want to lose a queen to gain a knight, White would likely make a different move entirely, giving Black an ample opportunity to move his attacked knight to a safe square.

Defending against a Fork by Checking

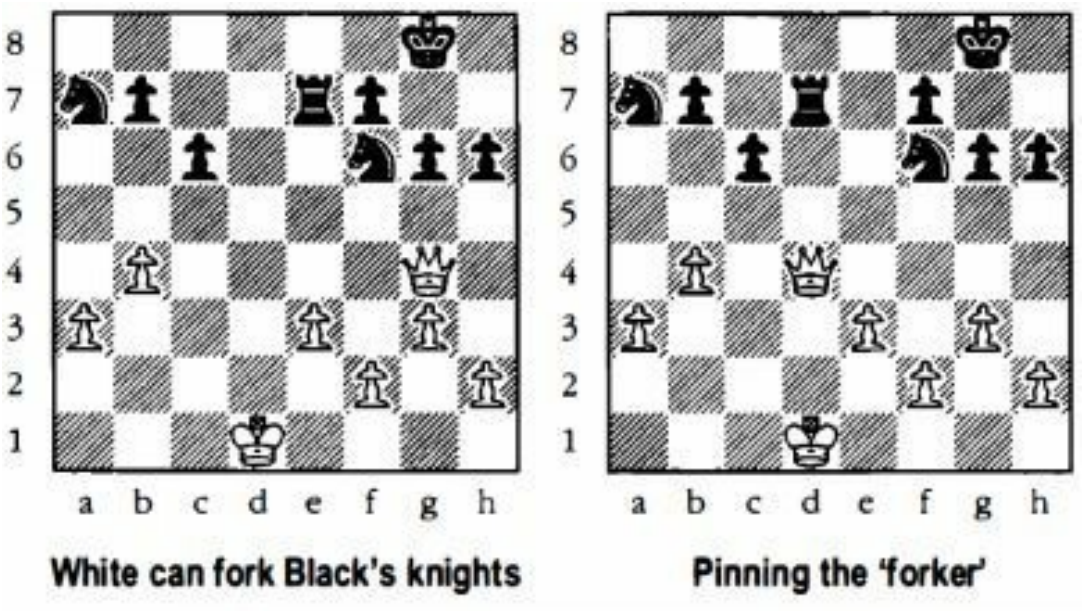


Checking an opponent's king as a way of defending against a fork follows the same pattern as the previous defense concept we treated above. Checking an attacking opponent remains one of the best ways to defend against a fork. The reason for that should not be hard for you to guess at this point – the checked opponent will be more interested in getting his king out of check, hence giving you ample time or opportunity to move your attacked pieces to a safe square. Also, this is one of the easiest defense concepts against a fork. In the first picture above, White has the chance to fork two of Black's pieces. If White plays 1 d4, then White will have successfully forked the black rook on h5 and the black bishop on c5.

How can Black save himself?

Black can play 1… Rh5+; which means moving the black rook from e5 to h5, thus checking the black king on h2. In this current situation, White will have no other option than to move his king away from the check, thereby giving Black ample time to move his attacked bishop to a safe square.

Using Pinning to Defend Against a Fork



Using pinning to defend against a fork could be likened to using a tactic to defend against another tactic because both pinning and forking are chess tactics. Even though this defense tactic or concept is not as powerful as the previous one we just described, it is still an effective one. In the first chessboard, white can easily fork the two black knights by moving his queen from g4 to d4. However, that would be a terrible move because Black would reply by playing 1… Rd7. In the second chessboard, if white moves his queen away from the d-file, a check on the white king would be uncovered. Next, Black would have to capture White's queen using the black rook on d7. White will lose four points.

Note: Placing your king and queen on the same line, rank, or file it is a mistake you should always avoid.

Conclusion ♗

Now you have all the tools that will make you a skilled chess player. I hope you have gained a basic understanding of chess openings, and you now know how to properly start a chess game and improve your chances of winning.

As we said many times the strategy is the core of this game, from the opening to the endgame, the strategic plan is what helps you to beat your opponent. As a basic book, I don't want to fill your mind with many information, this is an introductive book. So, what should you do with the little information you have gotten so far? Just put it in practice.

Begin with the chessboard, get familiar with all the components of the board: try and memorize all the squares, ranks, and files. Next step is to arrange the chess pieces on the board correctly. Now you will need to play the White and Black pieces yourself. The more you practice with an actual chessboard, the more you will master how the different pieces move on the board. Test all tactics as forks, pins, etc. If you do not have a physical chessboard, you can download many chess games online and participating in little online competitions in order to shape your skills. Many mobile chess games will give you also a tutorial that can be useful for you as beginner. Play also with the system not only with other players. Have a game with the computer system of the game pay attention to the moves that the system is making against you. You will learn a lot from the system's moves.

Don't give up! This is my advice. Chess is a very complex game, and mastering it takes a lot more than just reading about it. Playing, losing, and

learning are the best ways to improve your game. Another advice is to create a strategy right from the beginning of a match and follow it through to a devastating conclusion and keep in mind what you must not do! Plying without a right plan will puts you in a position of weakness with your opponent but a calculate plan can put you in a position of strength.

If you will find out some problems in your strategy, do not feel shy to look back to any section of this book for clarifications.

Have the best luck with your chess but, be careful, they are addictive!

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